

An unfrog-etable competition

EDUCATION

Sunday, 29 Oct 2017



By **Rebecca Rajaendram**

THREE schools out of more than 1,900 across Malaysia emerged champions of the FrogPlay Gamified Learning Championship.

The nationwide competition was opened to all schools from June to September and encouraged students to revise hard while playing games on FrogPlay, a revision application (app) on the Frog Virtual Learning Environment (VLE).

The schools are SJK(C) Choon Cheng, Kedah, SK Sungai Binjai, Klang, Selangor and SMK Skudai, Johor who took the first, second and third place respectively.

FrogAsia Sdn Bhd executive director Lou Yeoh said the competition was carried out to get more schools on board on gamified learning and to encourage students to take charge of their own learning in a fun and meaningful way.

“It is exciting to hear so many stories of how students have enjoyed learning through FrogPlay and how weaker students have gained more confidence in the process. We find that using FrogPlay has helped to reduce failure rates because the lower-performing students find it easier to repeat the quiz until they pass. It’s really motivating for them to keep trying and see progress,” she added.

Echoing her sentiments, SJK(C) Choon Cheng teacher, Chew Soo Lee said she has seen a positive change in her pupils. It has been a challenge to get students to focus or even complete their homework before, she said.



(From left) Hong Ming, education officer Hamizi Mahpop, Chew, SJK (C)Choon Cheng headmistress Ooi Saw Tin, parent Norfazillah Mohd Talil and student Nur Asyirah Hanafi giving the thumbs-up.

Chew said that FrogPlay has also helped pupils in remedial and weaker classes to study and learn better, as questions can be set or created to cater to the pupil’s learning level.

“They keep trying until they get the answer right.” She is also pleased that students are required to try the quizzes before they can play the games in the platform.

“Students get to learn while playing and this keeps them interested in the lessons. FrogPlay has helped our students learn at their own pace in a fun way, both during and outside school hours,” she added.

SJK(C) Choon Cheng pupil Tan Hong Ming said the quizzes were a good way to keep himself occupied especially when he was travelling during the school holidays.

“I enjoy FrogPlay because of the many games and my favourite is *Ten Pin Bowling*.

As for SK Sungai Binjai, the school created flyers to convince parents to let their children “play” on their devices as a form of study.

Teacher and Frog VLE administrator Asmah Biran said that parents had been more than eager to let their children play on their electronic devices.

This was only after they discovered that their children could learn and play at the same time.



(From left) Asmah, parent Enon Bujang, student Azeq Azme, SK Sungai Binjai headmaster Mohd Hafiz Md Sharif and teacher Hazim Syahmi Sajali at the school.

With such an overwhelming response, the school will continue having the contest on its own. It has also lined up prizes that will include a bicycle and watches.

SMK Skudai teacher Mohd Zanisahli Azizi Md Khalid said that both the teachers and students have become more ICT-savvy after using the platform.

“We have seen better examination results after using FrogPlay especially among students in the weaker classes,” he added.

In the competition, 20 schools were shortlisted for the most amount of time spent using the app. The top 20 were then evaluated by a panel of judges on how the schools implemented FrogPlay in order to achieve 21st century teaching and learning outcomes.

Each of the three winning schools received a three-day technology-enrichment course for 30 students by Chumbaka, a learning provider.

The schools also received a trophy and exclusive FrogPlay Avatar codes. The first prize included an RM1,000 worth of eBooks published by Pelangi while the second and third prize included a one-year subscription to eBooks from Pelangi worth RM800 and RM600 respectively.