

**Improving Thai spelling learned using games and songs.
and satisfaction of 3rd grade students
at Ban Khok Samrong School
Nakhon Ratchasima Educational Service Area Office 6**

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What is the problem?



The primary problem is the low achievement in Thai language spelling among Grade 3 students. This issue arises from traditional teaching methods that are not engaging, leading to low student interest and participation in lessons. Additionally, students have a negative attitude towards learning Thai, resulting in poor spelling skills that require urgent improvement.

The aims of the study:

1. To develop the learning achievement in Thai spelling for Grade 3 students using games and songs.



2. To assess student satisfaction with the use of games and songs in enhancing their Thai spelling skills.

Our Solution



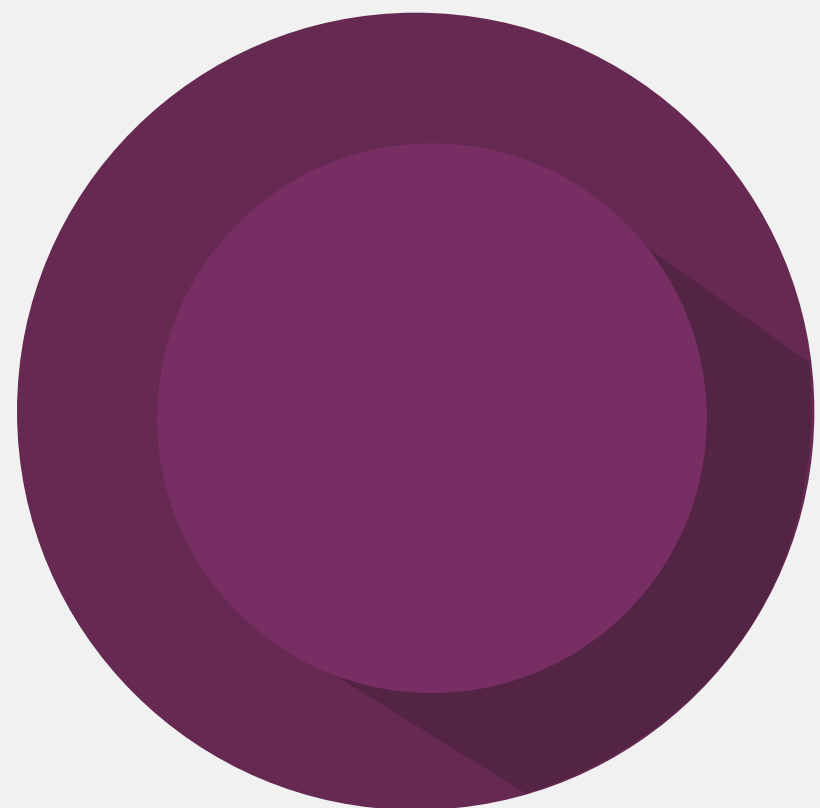
The proposed solution is to integrate games and songs into the teaching of Thai spelling. This approach is intended to make learning more engaging and enjoyable for students, thereby promoting effective learning. The focus is on experiential learning and practice, helping students to better remember and apply their spelling skills.

Conclusions and Recommendations



The research concluded that:




- ❖ The learning achievement in Thai spelling among students significantly improved after using games and songs in teaching, with a statistically significant increase at the .05 level compared to before the intervention.
- ❖ Students expressed high satisfaction with the use of games and songs in teaching, indicating the success of this instructional approach.



Recommendations include:

- ❖ Expanding the use of games and songs to teach other topics and grade levels in Thai language.
- ❖ Providing training for teachers to effectively implement these new teaching techniques.
- ❖ Continuously improving and developing games and songs to align with the curriculum content and student needs.

Further study

-  1. Investigating the long-term effects of using games and songs on Thai language learning achievement.
-  2. Comparing the use of games and songs with other teaching methods, such as incorporating information technology.
-  3. Exploring the application of this teaching technique in different learning environments, both in resource-limited and well-resourced schools, to obtain comprehensive and widely applicable data.

Contact



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