Optimizing Quizizz for EFL Interactive Student Worksheet in Merdeka Curriculum

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By: Arif Rachman
INTRODUCTION
Merdeka Curriculum Implemented

One of the principles of Merdeka Curriculum is that the learning processes are designed by considering the development phases and the recent achievements levels.

INTRODUCTION

Teachers are supposed to organize the learning process interactively, inspiratively, fun, challenging, full of motivation to make the students participate actively, and to provide sufficient space for the students to be initiative, creative, and independent related to the students’ talent, interest, and physical and psychological development (Anggraena et al, 2022).
INTRODUCTION

One of learning media which can be used to meet the students' needs is by using Quizizz.

This study investigates the junior high school students' perception regarding the use of Quizizz to promote the interactive worksheet in the Merdeka Curriculum, in which the worksheet can be used as a whole formative assessment by optimizing interesting features in Quizizz.
Literature Review
Quizizz and Its Features
- Quizizz is one of nowadays Learning Management Systems
- Quizizz is a game-like education application (Zhao, 2019)
- Quizizz is an online assessment tool as a fun multiplayer classroom activity (Nanda, Abdul & Deddi, 2018)
- Quizizz is a web tool to create interactive quiz games used as an assessment instrument in the classroom (Zuhriyah & Pratolo, 2020)

Interactive Students' Worksheet
- ICT online software is an interactive multimedia environment (Banados, 2006)
- 7 principles of interactive learning: automaticity, intrinsic motivation, strategic investment, risk-taking, language-culture connection, interlanguages, & communicative competence (Brown, 2020).

Merdeka Curriculum
- emphasizes the essential cohesiveness of learning and assessment, especially formative assessment, as one learning cycle.
- The principles of learning and assessment identifies the importance of teaching and learning strategies development (Anggraena et al, 2022)
Research Methodology
Research Methodology

- Classroom Action Research
- Descriptive qualitative research design with classroom observations, interviews with students by applying the action research process: experiencing (through observation and field notes); asking and checking

Participant and Site:
7th students in one of junior high schools in Bandung.

Data Collection:
Observation, Questionnaire, and Interview

Data Analysis:
The Data were analyzed qualitatively following the stage from Miles and Huberman in Hamid (2017)
Findings and Discussions
Students are very excited in accomplishing the interactive worksheet because they can be provided by delightful materials including several interesting and interactive activities such as multiple choice, filling the blank, listening, drawing, and polling in one whole activity.

Students believe that the worksheet in the quizizz is effective to motivate them in learning English.
Teachers can optimize many kinds of Quizizz features to make the EFL teaching and learning process more delightful, interactive and effective to meet the principle of Merdeka Curriculum.
References
