READING SKILL TEACHING AID USING PHONIC

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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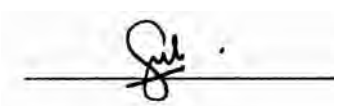

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This report is submitted in partial fulfillment of the requirement for the
Bachelor of Computer Science (Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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2009

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DECLARATION

I hereby declare that this project report entitled

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STUDENT _____ Date : 14 Julai 09

(MAZURA SHAREENA BINTI MD SAID)

SUPERVISOR : _____ Date : _____

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DEDICATION

To my beloved parent…

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ACKNOWLEDGEMENTS

Alhamdulillah to Allah SWT as I successfully finish my Project Sarjana Muda (PSM) without His acquiescence I would not be able to finish my Project Sarjana Muda.

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ABSTRACT

There are many ways to teach children's to read and one of them is phonic method. Phonic method is a system or method which is teaching the children for pre-reading to read by pronouncing the letter. "Seronoknya Membaca" courseware was developed to teaching reading using phonic method in interactive way and systematic such as the lesson will taught step by step start from learn to know and pronounce the alphabet through can pronounce open and close syllable sound. This courseware consists of three modules which is Learning Module, Exercise Module and Games Module. Learning module consist of two phase which is Part 1 and Part 2. In Part 1, the learning contents are divided into 8 lessons which is children will teach to know and pronounce the alphabet. In part 2, children will learn to pronounce closed and open syllable sound. Exercise module divide to exercise one, exercise two and exercise three. Exercise module is a module that tests the user understanding. In exercise one; children need to listen to sound provided and match the alphabets to the sound. In exercise two and three, children also need to listen to sound provided and match the closed and open syllable sound. In games module, there are two provided games which is Color Time and Jigsaw Puzzle games. The purpose of the games being created is for give the entertainment to the target user which is children age 3 to 6 years old. In developing this courseware, the software used is Adobe Flash CS3. This courseware was developed in Malay version.

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ABSTRAK

Terdapat pelbagai cara untuk mengajar kanak-kanak membaca dan salah satu daripadanya adalah menggunakan kaedah fonik. Kaedah fonik adalah satu kaedah yang mengajar kanak-kanak untuk membaca dengan mengenal bunyi huruf terlebih dahulu. CD pembelajaran "Seronoknya Membaca" dibangunkan untuk mengajar membaca menggunakan kaedah fonik dalam bentuk interaktif dan sistematik contohnya pengajaran akan di ajar langkah demi langkah bermula dengan mengenal bunyi huruf seterusnya mengenal bunyi suku kata terbuka dan tertutup. CD pembelajaran ini mengandungi tiga modul iaitu Modul Belajar, Latihan dan Permainan. Modul Belajar terdiri daripada dua fasa iaitu Bahagian 1 dan Bahagian 2. Di bahagian 1, pembelajaran terbahagi kepada 8 modul iaitu mengenal bunyi-bunyi huruf. Pengguna akan belajar mengenal bunyi suku kata tertutup dan terbuka di bahagian 2. Modul latihan terbahagi kepada latihan satu, latihan dua dan latihan tiga. Modul latihan adalah satu modul untuk menguji kefahaman pengguna. Dalam modul permainan, terdapat dua permainan iaitu Mari Mewarna dan Puzzle. Modul permainan bertujuan untuk memberi hiburan kepada pengguna iaitu kanak-kanak berusia 3 hingga 6 tahun. Perisian yang digunakan untuk membangunakan CD pembelajaran ini adalah Adobe Flash CS3. CD Pembelajaran Seronoknya Membaca ini adalah dalam versi Bahasa Melayu.

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CHAPTER I

INTRODUCTION

This chapter contains project background, problem statement, objective, scope, project significant, and the conclusion of this chapter. Project background describes briefly about the project that will be developed. The problem statement will state the problem that encountered in the existing system or current system. For the objective, it is about the aim for the development of the system in order to solve the problem in the existing system while the scope covers a target user and module of the system. Project significant will describe the benefit of system for the user. Lastly, the conclusion will summarizes this chapter an introduction of next chapter.

1.1 Project Background

Learning process based on books and class rooms are usually way to teach each student. Therefore, with other way which is using "Technology in Education" learning strategy, it can help the student to increase their understanding in interactive and interesting way. "Technology in Education" learning strategy is other way can be applied to perpetuate old models of teaching and learning. This learning strategy can attract the student by using CD-based or Web-based learning courseware or others.

Nowadays, usually, children learn to read by using books or learn through their parents. So, to make a change of these learning, the researcher planning to develop a project in the "Projek Sarjana Muda" which is courseware to help the

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children read in interactive and interesting way. The project is a CD-based learning courseware that entitles "Seronoknya Membaca".

There are many ways to teach children's to read and one of them is phonic method. Phonic method is a system or method which is teaching the children for pre-reading to read by pronouncing the letter. Phonic method emphasizes each alphabet sounds exist in language. Each alphabet having certain sounds and there are also alphabets which possess more than one chief sound.

The target user of this courseware is children age 3 to 6 years old who is starting to learn reading. The objectives to develop this courseware are to teach children to read step by step in interactive and interesting way using phonic technique and then test their ability by using pre-test and post-test. To evaluate the user understanding, exercise and games are provided.

1.2 Problem Statement

Nowadays, usually pre-reading children learn to read by using books or learn through their parents. There were some CD learning sold in the market, but lack of interest because it is a linear application which is it is a video only and not interactive. Children have to learn straightly and if they wish to learn again, they have to stop and play the CD again. This CD also not contains another module likes exercise or quiz.

Because of that, the developer want to come out or produce a courseware that teaching reading using phonic method in interactive way because from this way, the lesson will be taught more organizing and systematic such as the lesson will taught step by step start from learn to know and pronounce the alphabet through can pronounce open and close syllable sound. This courseware also provides three exercises to evaluate user understanding. Hope that this courseware can help the children learn reading in a short time because it is interactive media content and more interesting.

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1.3 Objective

The project objectives are:

i) To develop a CD-based learning courseware that teaches children's to read in interactive and interesting way.

- This CD-based learning courseware is an efficient teaching aid to teach children because they can learn reading in step by step in interactive way and it can attract their interest.

ii) To apply Phonic learning technique in the courseware.

- Phonic learning technique is a good way to teach children to read because this technique have a few phases start of know vowel letter up to can read.

iii) To test the children's ability to read after use the courseware

- Pre-test and post-test will be use to test the children's ability whether they can understand or not what they learn in the courseware.

1.4 Scope

The project scopes are:

i) Target user

- The target user of this courseware is children ages 3 to 6 years old with their teachers or parent guidance.

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ii) Module

- This project is a CD-based learning courseware that teaches children how to read step by step in interactive and interesting way using phonic technique. This courseware will be develop in Malay version. This courseware consists of three phases which are teaching, exercises and games. In teaching phases, there are a few modules that teach children to know and pronounce the alphabet or words. In exercises module, there are three exercises provided and two games in games module. This project will be developed by using Adobe Flash CS3.

iii) Limitation

- There are a few limitations in developing this project which is the scope of user for this project is limited to only children aged 3-6 years only.
- This project needs to be run on a computer; which becomes the limitation to those who can afford to have a computer at home and lastly, this project can only be executed on Windows based platform.

1.5 Project Significance

This project can give benefit to the user which is children's ages 3 to 6 years old because from the courseware that was developed, they can know and pronounce letter A to Z and also can learn how to read in interactive way and this can help they learn happily and quick to understand what they learn about. Besides that, this courseware is for general used and can be used by whosoever. This courseware can attract interest of pre-reading children.

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1.6 Conclusion

As a conclusion, this chapter described the whole things for developing the project such as the project background, objective, scope, problem about existing product and project significance. The next chapter will describe about methodology that used in this project so that the task will be completed in a time given and follow the certain phases. Besides that, next chapter will describes all the analysis and findings which are related research, case study and other findings that are related to this project.

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CHAPTER II

LITERATURE REVIEW & PROJECT METHODOLOGY

2.1 Introduction

This chapter will discuss the analysis about existing application that similar or related to the project. Literature review will focus on the research of the existing and future application. Literature review is a process of searching, collecting, analyzed of current knowledge on a particular topic. It describes all the analysis and findings which are related research, case study and other findings that are related to this project. In addition, it also consist the knowledge of the project elements such as domain specification, techniques and how these elements related and combined to each other.

Methodology is the key of succeeding of finishing a project within time and being able to satisfy user's requirement. It is also a description of the selected approach that will be used when developing the project. Every step in the selected methodology will be justified to suit every task. Since there are many kind of methodology, it is vital to select appropriate methodology that will be used.

2.2 Domain

The domains of this project are reading teaching aid for pre-school children and phonic methods.

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2.2.1 Reading Teaching Aid for Pre-School Children

A teaching aid is a tool used by teachers, facilitators, or tutors to help learners improve reading and other skills, illustrate a skill, fact, or idea, and relieve anxiety, fears, or boredom, since many teaching aids are like games. Here are some kinds of teaching aids for pre-school children:-

2.2.1.1 Alphabet Book

According to Barnwell, Katharine (1995), an alphabet book is a collection of pages that lists and illustrates the entire alphabet. Alphabet books are sometimes used as motivational tools to attract children's attention to books. Besides that, it's used to introduce the sounds and letters of an alphabet and to help transfer reading skills from one language to another.

2.2.1.2 Alphabet Chart

An alphabet chart is a single page that lists the entire alphabet, or selected parts of the alphabet. An alphabet chart is useful for displaying the alphabet letters, either on a wall or as part of a book. An alphabet chart usually contains a keyword using the letter, an illustration of the keyword, and the letter in small and capital letters.

2.2.1.3 Flash Card

A flash card is part of a set of cards on which are written items to be studied. They are "flashed" or shown quickly one by one to a learner to elicit a quick response. Flash cards are useful for drilling new letters, syllables, words, and other information. They are normally used in a classroom, but can also be used more informally. Flash cards can be made from index cards, cover or card stock and other heavy paper. (Brown, Gay. 1984)

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Computers and other equipment such as video, CD and audio cassettes can also be used as teaching aids.

2.2.2 Phonic Technique

Phonic method is a system or method which is teaching the children for pre-reading to read by pronouncing the letter. Phonic method emphasizes each alphabet sounds exist in language. Each alphabet having certain sounds and there are also alphabets which possess more than one chief sound.

An alphabetic, phonic approach to teaching reading has been used for centuries. In the 19th century, this kind of approach began to be called "phonics". Since then it has been further developed and modified. Today a phonics approach is used in varying degrees in most reading methods.

A phonic approach to reading is an approach that teaches the relation of the letters (graphemes) to the sounds (phonemes) they represent to teach reading. (Halvorson 1992)

The theory behind the phonic approach is based on two assumptions which is most languages have consistent phoneme (sound) to grapheme (letter) correlation and once learners have learned the relationships of the letters to the sounds, they can pronounce printed words by blending the sounds together. (Aukerman 1984)

Most teachers are acquainted with several approaches to phonics instruction, including those listed below. The distinctions between approaches are not absolute, and some programs of instruction combine approaches. Here are some kinds of phonic approaches:-

i) Synthetic phonics - Children learn how to convert letters or letter combinations into sounds, and then how to blend the sounds together to form recognizable words.

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