

THE EFFECT OF "EDUCATIONAL GAMES TEACHING METHOD (GAME-BASED LEARNING?)" INTO THE STUDENT'S SUCCESS IN SCIENCE LESSON

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Abstract

The purpose of this research is to identify the effect of the game-based method into the success of the student in teaching of science lesson elementary 4th grade. Research is carried properly to pre-test and post-test control group design that is from the true experimental designs. Research is made with the elementary fourth grade students who take education at a primary school in the central of Denizli. In research's working group a total of forty two students take place and of these students twenty four is experiment and twenty two is control. For the study, the gains in the "Force and Motion" unit are chosen. Teaching is applied with the game-based method in experiment group and in control group defined in the program. It lasts three weeks. To collect data, "Power Unit Achievement Test" is used to assess the achievements of the students in Science class. In data analysis; "t" test is used when associating means of pre-test, post-test and retention test in dependent groups. The "t" test is used for dependent samples to decide whether the difference between the two associated sample means is significant or not. SPSS 22.0 software is used for analyses and examined at 95% confidence and ".05" significance level. In the result of study, it can be said that the "Educational Games" teaching method applied in the experiment group is effective at increasing the academic achievement of the students both within the group and between groups.

Keywords: Teaching game, educational games, teaching methods.