

# FOOD AND DRINK BOARD GAME

Oleh:

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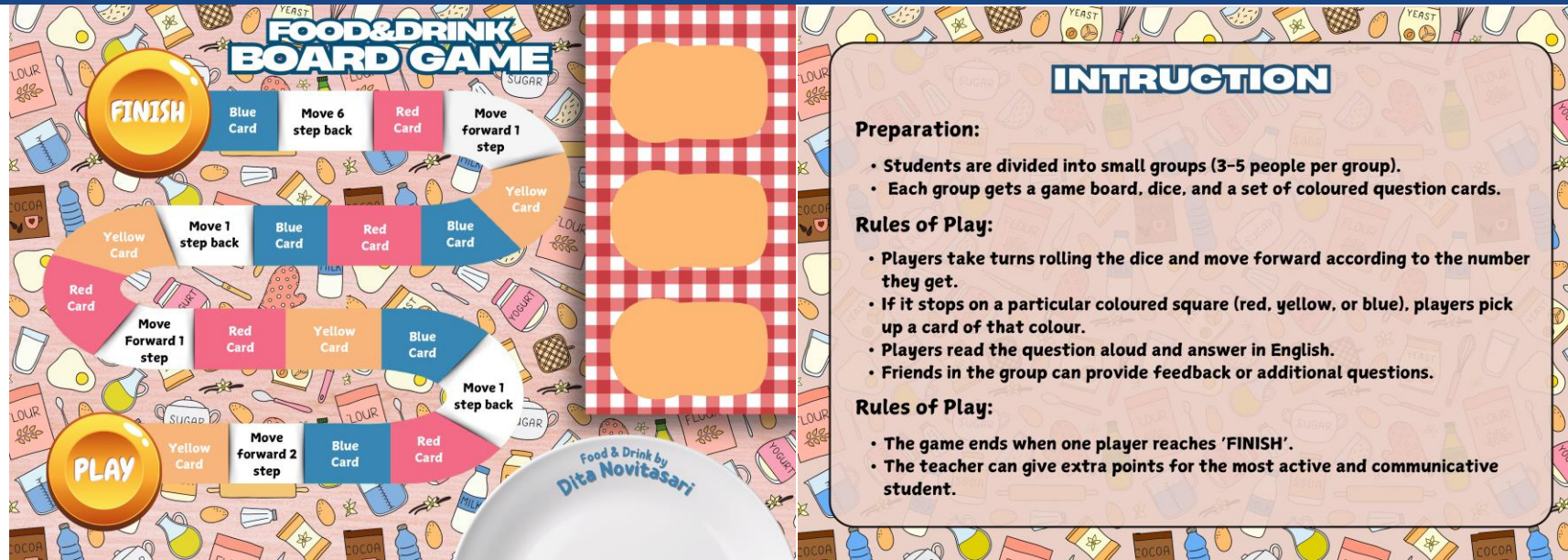
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# INTRODUCTION

- ✓ Board games are board-based educational games designed with visual components and certain rules of play, which combine elements of entertainment and learning. In the context of English language learning, board games are used as a tool to create a learning environment that is interactive, fun, and motivates students to actively participate in language activities.
- ✓ According to Wijaya & Kusumawati (2022), the use of board games in English learning can improve students' speaking skills because of its communicative and collaborative nature. Board games provide authentic language situations, where students need to interact, respond, and express ideas in English, both orally and in writing, according to the roles and challenges in the game.
- ✓ 'Food and Drink' is one of the important themes in the English curriculum for elementary school students. This theme is very relevant to students' daily lives, making it easy to understand and relate to their personal experiences.

# RESULT



In this media presents the development and use of the Food & Drink Board Game as an interactive educational media to support English language learning, particularly speaking skills, in elementary schools. The media was designed with familiar thematic content—food and drink—to facilitate vocabulary acquisition and communicative competence.

# RESULT

## Purpose of Use

Food & Drink Board Game is used for:

- ✓ Helps students expand their vocabulary about food and drink.
- ✓ Improve active English speaking skills through questions and answers and light discussion.
- ✓ Foster students' confidence in using English in real contexts.
- ✓ Making the learning process more fun and interactive through game-based learning method.

# RESULT

## Food & Drink Board Game Components

Based on the mock up picture, this media consists of:

### Board Game

- It is a winding path from the 'PLAY' point to the 'FINISH' point.
- Each patch is coloured and has a different command, for example:
- Place for Red Card: take the red card and answer the question.
- Place for Yellow Card: take the yellow card.
- Place for Blue Card: take the blue card.
- Action tiles such as 'Move forward 2 steps', 'Move back 1 step', 'Move one step back', etc.
- The board background contains visually appealing food and beverage illustrations.

# RESULT

## ✓ **Question Cards**

Divided by colour:

- Red Card: Questions about personal opinions or choices. Example: ‘Can you name five healthy foods?’
- Blue Card: Factual or vocabulary questions. Example: ‘What is your favourite ice cream flavour?’
- Yellow Card: Reflective or experience-based questions. Example: ‘What do you usually eat for breakfast?’

## ✓ **Dice**

- Used to determine the number of steps played each turn.



# RESULT

## HOW TO USE “FOOD AND DRINK BOARD GAME”

### ➤ **Preparation:**

- Students are divided into small groups (3-5 people per group).
- Each group gets a game board, dice, and a set of coloured question cards.

### ➤ **Rules of Play:**

- Players take turns rolling the dice and move forward according to the number they get.
- If it stops on a particular coloured square (red, yellow, or blue), players pick up a card of that colour.
- Players read the question aloud and answer in English.
- Friends in the group can provide feedback or additional questions.

### ➤ **Finish:**

- The game ends when one player reaches ‘FINISH’.
- The teacher can give extra points for the most active and communicative student

# DISCUSSION

- ✓ The result of using board game-based learning media with Food and Drink theme showed a significant improvement in elementary school students' speaking ability in English. Based on observation and learning activity results, students became more active in expressing opinions, asking questions, and answering questions using vocabulary relevant to the theme of food and drink. The use of interactive game boards and attractive visuals encouraged student participation, created a fun and non-stressful learning atmosphere, and increased students' confidence in speaking English.
- ✓ This Board Games effectively combines cognitive (vocabulary acquisition), affective (motivation and confidence) and social (group interaction) elements. Activities such as rolling the dice, coming forward on the board, and answering questions based on the cards reinforce thematic learning in a fun and communicative way.



# CONCLUSION

This study shows that the use of board game-based learning media with the theme of Food and Drink can significantly improve the speaking skills of elementary school students in learning English. The board game creates a fun, interactive and collaborative learning environment, which supports the development of cognitive (vocabulary and language structure), affective (motivation and confidence) and social (interaction between students) aspects. Thus, the Food and Drink themed board game proved to be an effective learning medium and relevant to modern pedagogical approaches that emphasise student-centred learning. Future research can compare the effectiveness of board games with other learning methods, such as role play, storytelling, or interactive digital media, to see which method is most optimal in improving students' speaking skills. To adapt to the times, conventional board games can be developed into digital board games or interactive applications so that they can be accessed more widely and attract digital native students. It is also worth investigating more deeply how board games affect students' affective aspects, such as anxiety in speaking English or increased intrinsic motivation in learning a foreign language.

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