**Comparison of student’s perception on the questionnaires.**

**Question 1**

TABLE 4

TITLE: Do you like English?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RESOURCES** | **PRE QUESTIONNAIRE** | | **POST QUESTIONNAIRE** | |
|  | **F** | **%** | **f** | **%** |
| **YES** | 27 | 96,4 | 28 | 100 |
| **NO** | 1 | 3,5 | 0 | 0 |

**FIGURE 2**

The first question was about the students’ interest in the English Language, it can be seen that in both pre and post questionnaires most of students answered that they like English language but with a little more percentage in the second one. It shows that the intervention had a positive effect. It seems that during the intervention students learned to speak English and also their attitude toward to English language improved.

**QUESTION 2**

TABLE 5

TITLE: Which of the following skills would you like to practice in the English class?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RESOURCES** | **PRE QUESTIONNAIRE** | | **POST QUESTIONNAIRE** | |
| **f %** | | **f %** | |
| **SPEAKING** | 18 | 64,2% | 23 | 82,1% |
| **LISTENING** | 5 | 17,8% | 2 | 7,1% |
| **WRITING** | 4 | 14,2% | 2 | 7,1% |
| **READING** | 1 | 3,5% | 1 | 3,5% |

FIGURE 3

Regarding the second question, the intention of the researcher was to identify the skill that students want to practice in the English classes; as a result of it in the pre questionnaire 18 students would like to practice their speaking skill which is 64, 2% while in the post questionnaire 23 students would like to practice their speaking skill which is 82, 1%. Evidently the students’ interest has increased about the practice their speaking.

**QUESTION 3**

TABLE 6

TITLE: Which resources are used to practice the speaking skill in the English class?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RESOURCES** | **PRE QUESTIONNAIRE** | | **POST QUESTIONNAIRE** | |
| **f %** | | **f %** | |
| **VIDEO** | 4 | 14,2 % | 0 | 0% |
| **FLASH CARDS** | 7 | 25 % | 0 | 0% |
| **GAMES** | 17 | 60,7 % | 28 | 100% |

Figure 4

Accordingly to the third question, as we can see in the pre- test 24 students chose that flash cards and games were the resources more used in the English class, but in the post test all students remarked that games were used for practicing their speaking. It shows that students recognize the resource applied during the intervention.

**QUESTION 4**

TABLE 7-8

TITLE: How often are these resources used when practicing your speaking skill?

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **PRE QUETIONNAIRE** | **ALWAYS** | | **SOMETIMES** | | **NEVER** | |
| F % | | F % | | F % | |
| **VIDEO** | 7 | 25% | 13 | 46% | 8 | 28,5% |
| **FLASH CARDS** | 5 | 17,8% | 15 | 53,5% | 8 | 28,5% |
| **GAMES** | 13 | 46,4% | 11 | 39,2% | 4 | 14,2% |

Figure 5-6

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **POST QUESTIONNAIRE** | **ALWAYS** | | **SOMETIMES** | | **NEVER** | |
| f | % | f | % | f | % |
| **VIDEO** | 0 | 0% | 7 | 25% | 21 | 75% |
| **FLASH CARDS** | 14 | 50% | 14 | 50% | 0 | 0% |
| **GAMES** | 25 | 89,2% | 3 | 10,7% | 0 | 0% |

Regarding to the fourth question, as we can see in the pre questionnaire flash cards and games are the resources more used in the English class, but in the post questionnaire games have increased because students remarks that games are always used in the English class. It seems students were conscious about the resources used in the English language speaking classroom.

**QUESTION 5**

TABLE 9

TITLE: How do you like to practice your speaking skill?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RESOURCES** | **PRE QUESTIONNAIRE** | | **POST QUESTIONNAIRE** | |
| **F %** | | **F %** | |
| **PAIRS** | 11 | 39,2% | 11 | 39,2% |
| **GROUP** | 14 | 50% | 13 | 46,4% |
| **INDIVIDUAL** | 3 | 10,7% | 4 | 14,2% |

Figure 7

The item number 6, it is about how students prefer to practice their speaking. Accordingly to the pre questionnaire 14 students states that they like to practice their speaking in groups, in the same way in the post questionnaire students maintain their positions because 13 students states that they prefer to practice their speaking in groups.

**QUESTION 6**

TABLE 10

TITLE: Do you like to practice the speaking skill through games?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RESOURCES** | **PRE QUESTIONNAIRE** | | **POST QUESTIONNAIRE** | |
| **F %** | | **F %** | |
| **YES** | 27 | 96,4% | 28 | 100% |
| **NO** | 1 | 3,5% | 0 | 0% |

Figure 8

Accordingly to the information showed above it it can be seen that in the pre- questionnaire 1 student did not like to practice the speaking through games, though in the post- questionnaire he does. It seems that before the intervention students were exposed to games in the English class but they are not aware about it, however in the post-questionnaire they were. It means that games have a positive effect on students’ perception.

**QUESTION 7**

TABLE 11

TITLE: How often do you like to practice the speaking skill using games?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RESOURCES** | **PRE QUESTIONNAIRE** | | **POST QUESTIONNAIRE** | |
| **F %** | | **F %** | |
| **ALWAYS** | 12 | 42,8% | 16 | 57,1% |
| **SOMETIMES** | 16 | 57,1% | 12 | 42,8% |
| **NEVER** | 0 | 0% | 0 | 0% |

Figure 9

Accordingly to the seventh question, as we can see in the pre questionnaire applied in order to know the frequency that games are used in the English classes, 12 students states that they always practice their speaking with games which is 42, 8% but in the post questionnaire this rate has increased because 16 students states that they always practice their speaking through games which is 57, 1%. Consequently, now most of students like to practice their speaking skill using games.

**QUESTION 8**

TABLE 12

TITLE: The use of games in your speaking skill make you:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RESOURCES** | **PRE QUESTIONNAIRE** | | **POST QUESTIONNAIRE** | |
| **F %** | | **F %** | |
| **FEEL CONFIDENT** | 19 | 67,8% | 15 | 53,5% |
| **LEARN FROM EACH OTHER** | 6 | 21,4% | 13 | 46,4% |
| **HAVE MORE OPORTUNITIES FOR EXCHANGING IDEAS** | 3 | 10,7% | 0 | 0% |

Figure 10

In the eighth item, as we can see in the pre questionnaire 19 students remarks that games make them feel confident which is 67,8% while in the post questionnaire we can appreciate that this rate has decreased because students remarks that in the process of the intervention, games make them learn from each other and also feel confident. Both parameters are relevant.