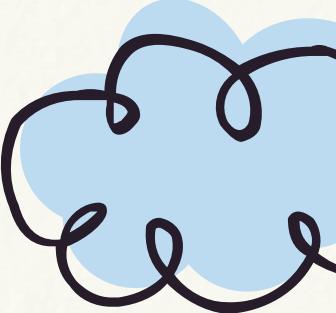


# Langkah-langkah

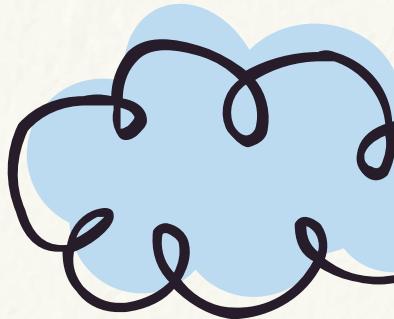
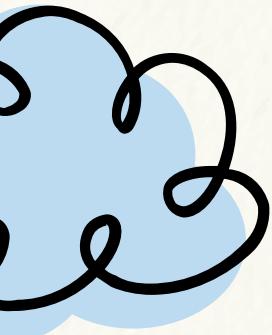
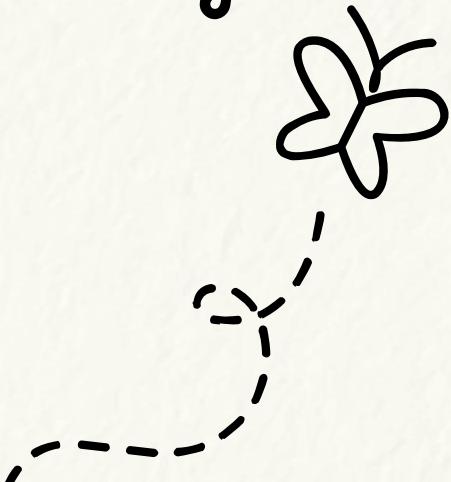


Wordwall





Ayuh, Main!





# Ayuh, Main! (Permainan Memadankan)

- 1) Padangkan setiap kosa kata dengan gambar yang betul.
- 2) Terdapat senarai kosa kata di kolumn bahagian kiri.
- 3) Terdapat gambar-gambar di kolumn bahagian kanan.

1:00

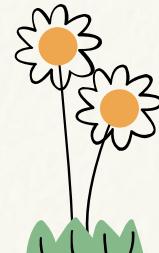
kanak-kanak	memanjat
sesak	gelongsor
luas	tangga
besi gayut	berbasikal
melompat	ting-ting

Diagram illustrating the matching activity:

- Row 1: "kanak-kanak" (child) matches with the child on a bicycle (berbasikal).
- Row 2: "sesak" (crowded) matches with the crowded crowd.
- Row 3: "luas" (large) matches with the wide open field.
- Row 4: "besi gayut" (metal ladder) matches with the metal ladder on the playground equipment.
- Row 5: "melompat" (jump) matches with the children jumping.
- Row 6: "ting-ting" (slide) matches with the slide on the playground equipment.

Buttons at the bottom:

- Left arrow icon
- Submit Answers button
- Right arrow icon





# Ayuh, Main! (Permainan Memadankan)

4) Padangkan kosa kata dengan gambar yang betul dengan menyeret kotak yang berwarna-warni pada kotak putih yang disediakan.

0:27

kanak-kanak	ting-ting
sesak	melompat
luas	
tangga	memanjat
besi gayut	gelongsor

berbasikal



Submit Answers

0:40

kanak-kanak	melompat
sesak	memanjat
luas	gelongsor
tangga	
besi gayut	ting-ting

berbasikal



Submit Ans

\*klik dan seret\*



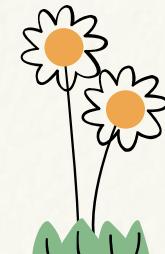
# Ayuh, Main! (Permainan Memadankan)

5) Setelah selesai memadankan perkataan pada gambar yang betul, klik butang “**Submit Answers**”.

1:42

	berbasikal		memanjat	
	sesak		tangga	
	besi gayut		luas	
	gelongsor		melompat	
	ting-ting		kanak-kanak	

\*klik\*





# Ayuh, Main! (Permainan Memadankan)

6) Markah yang diperolehi akan dipaparkan berserta jumlah masa yang diambil untuk melengkapkan permainan.

The screenshot shows a game completion screen with the following details:

- GAME COMPLETE**
- Score**: 5 / 5
- Time**: 51.1s
- YOU'RE 1<sup>st</sup> ON THE LEADERBOARD**
- Leaderboard**
- Show answers**
- Start again**

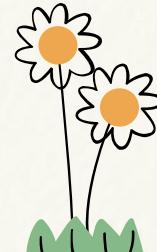
On the left side of the main screen, there are social sharing icons for Facebook, Twitter, and a copy/paste option.

A red arrow points from the bottom right towards the sidebar.

The sidebar contains the following sections:

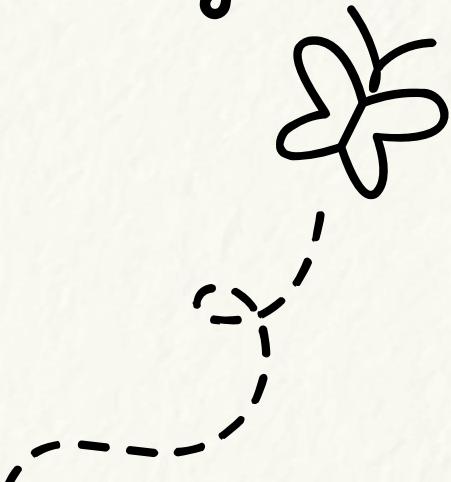
- Switch template**
- INTERACTIVES**
- Matching pairs**
- Match up** (highlighted in blue)
- Find the match**
- Quiz**
- Gameshow quiz**

At the bottom of the sidebar, there is a link to **Show all**.





Ayuh, Main!





# Ayuh, Main! (Permainan Game Show)

- 1) Definisi kosa kata akan dipaparkan di bahagian atas.
- 2) Pilih kosa kata yang betul berdasarkan definisi yang diberikan.

0:27 ✓ 0

nilai sesuatu barang

\$4.99

A harga

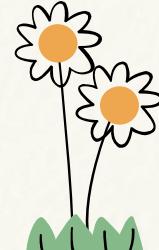
B jumlah

x2 Score

50:50

Extra Time

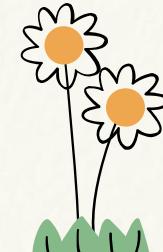
1 of 10





# Ayuh, Main! (Permainan Game Show)

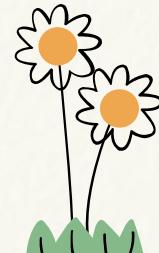
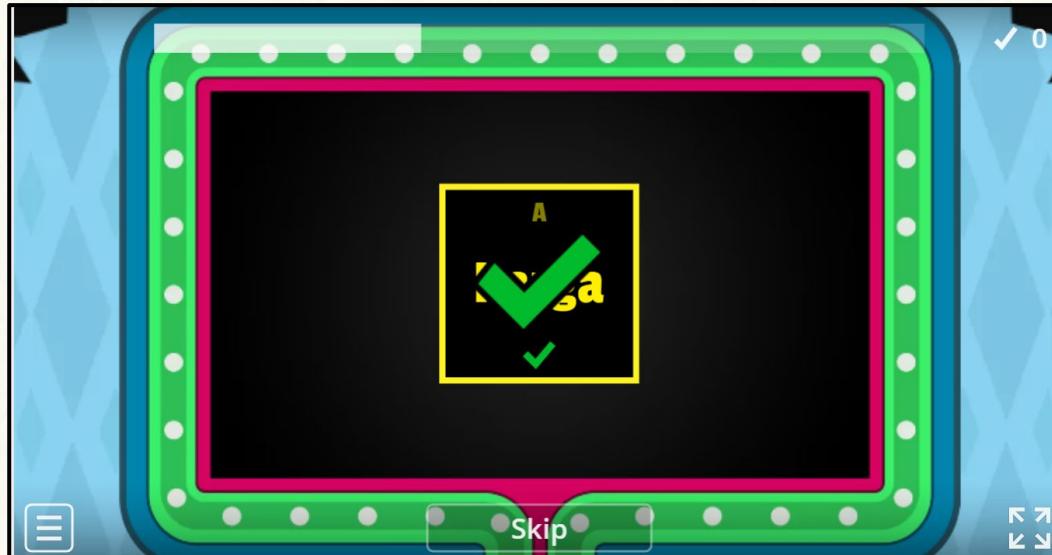
3) Klik jawapan yang tepat.





# Ayuh, Main! (Permainan Game Show)

4) Anda akan mendapat maklum balas setelah memilih jawapan tersebut.





# Ayuh, Main! (Permainan Game Show)

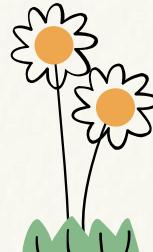
5) Anda boleh klik kotak “**x2 score**” untuk meraih markah berlipat kali ganda atau kotak “**Extra Time**” untuk mendapatkan masa tambahan untuk menjawab soalan.



\*klik\*



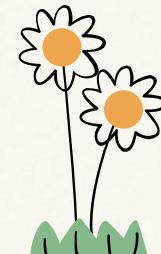
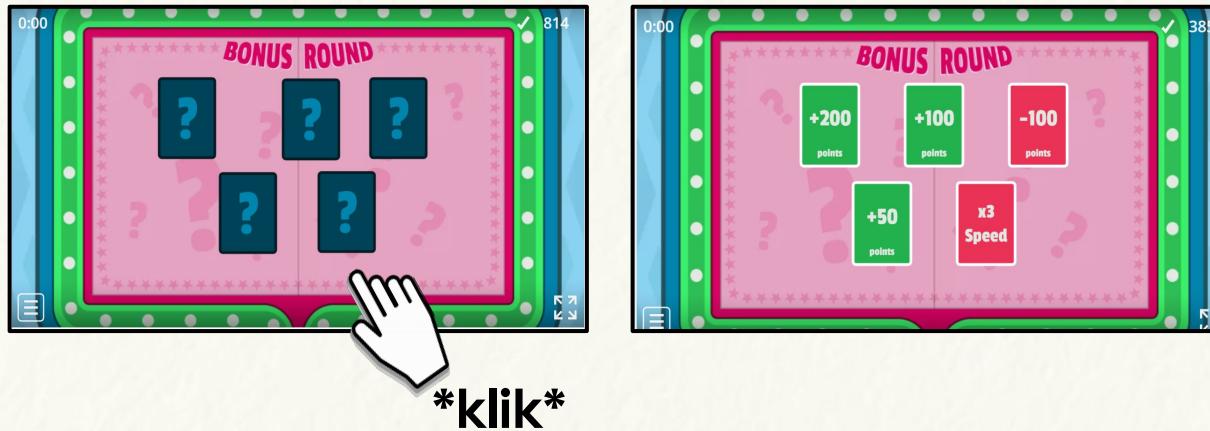
\*klik\*





# Ayuh, Main! (Permainan Game Show)

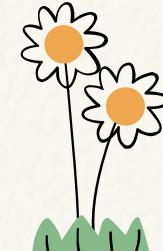
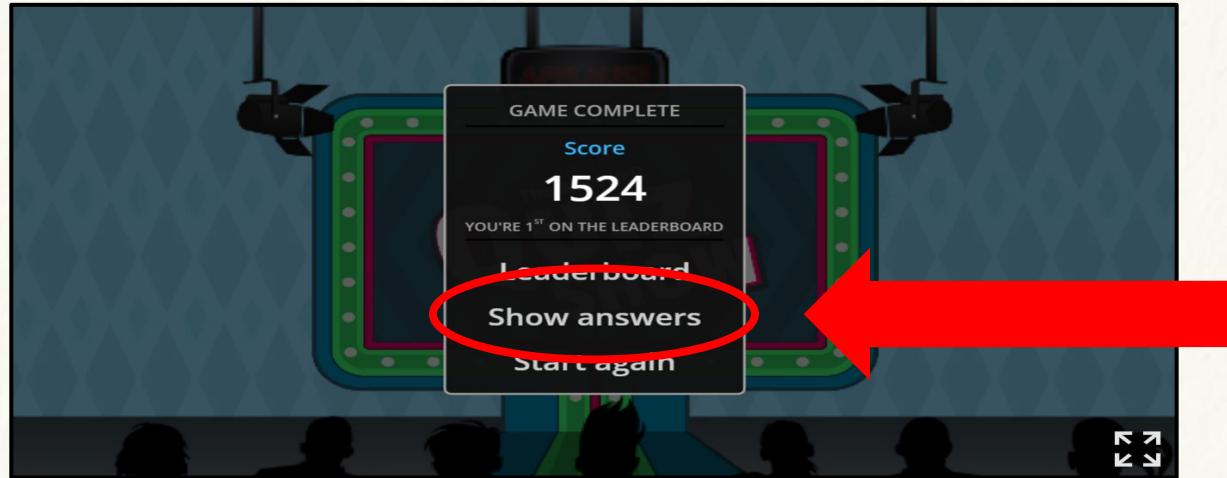
6) Terdapat **Pusingan Bonus** yang mana anda boleh memilih kad permainan. Kad permainan yang anda pilih itu akan memberi anda markah tambahan, potongan markah atau memerlukan anda untuk menjawab soalan dalam kelajuan masa yang tiga kali lebih cepat.





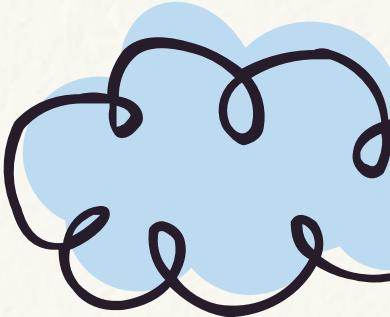
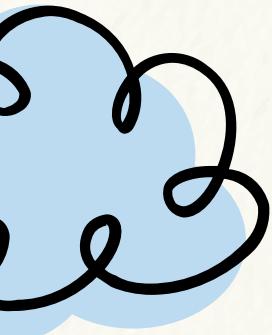
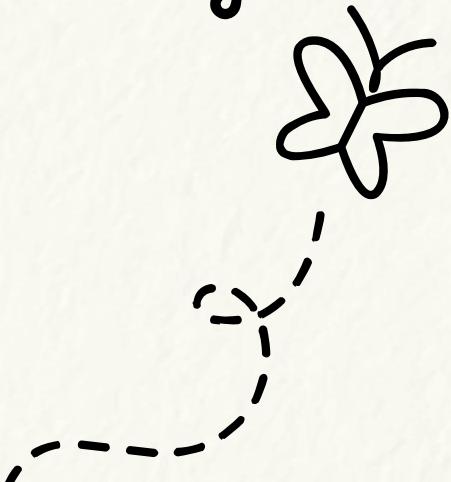
# Ayuh, Main! (Permainan Game Show)

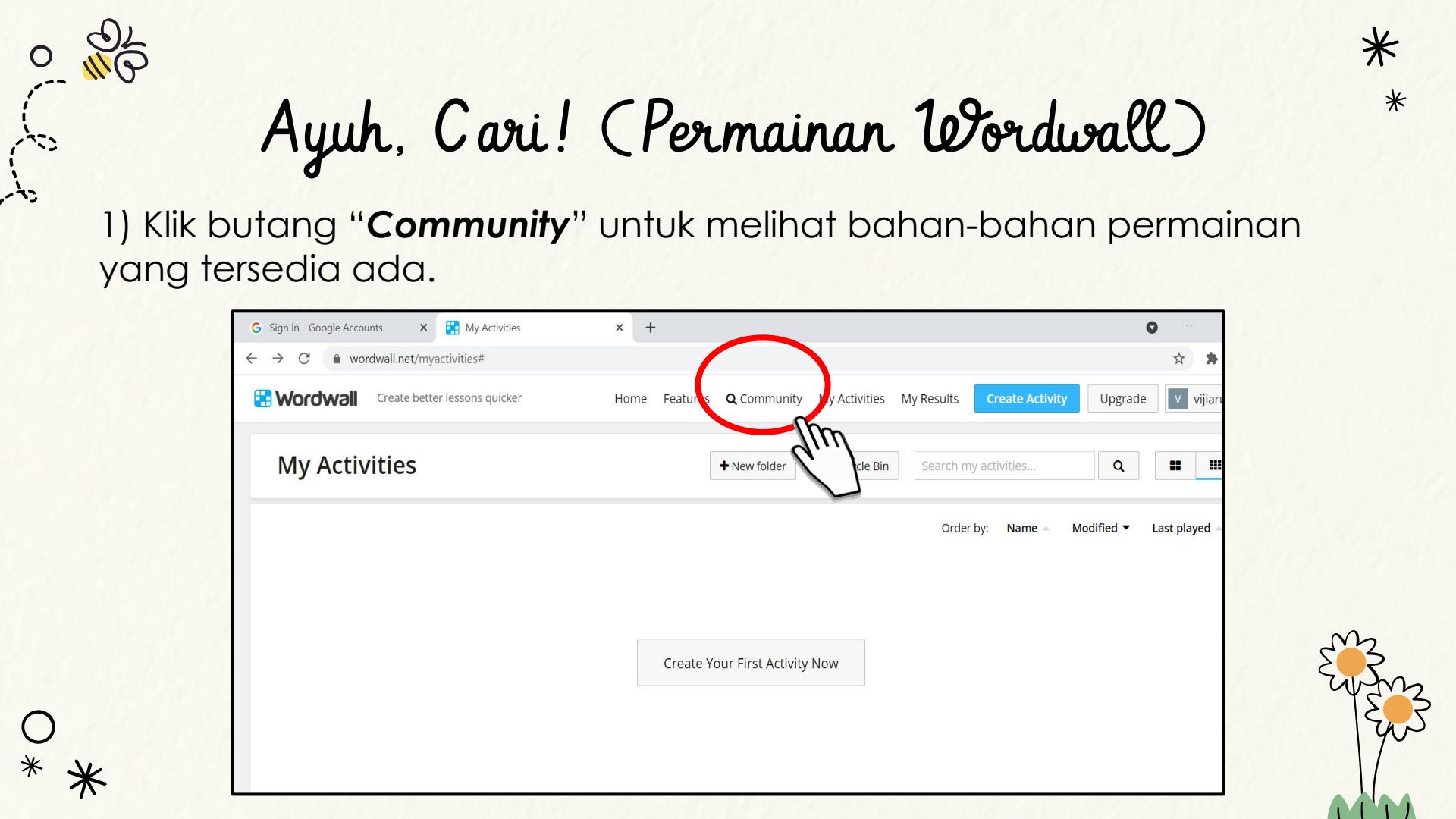
- 7) Setelah selesai, markah yang anda raih akan dipaparkan pada skrin.
- 8) Klik butang “**Show answers**” untuk menyemak jawapan bagi semua soalan.





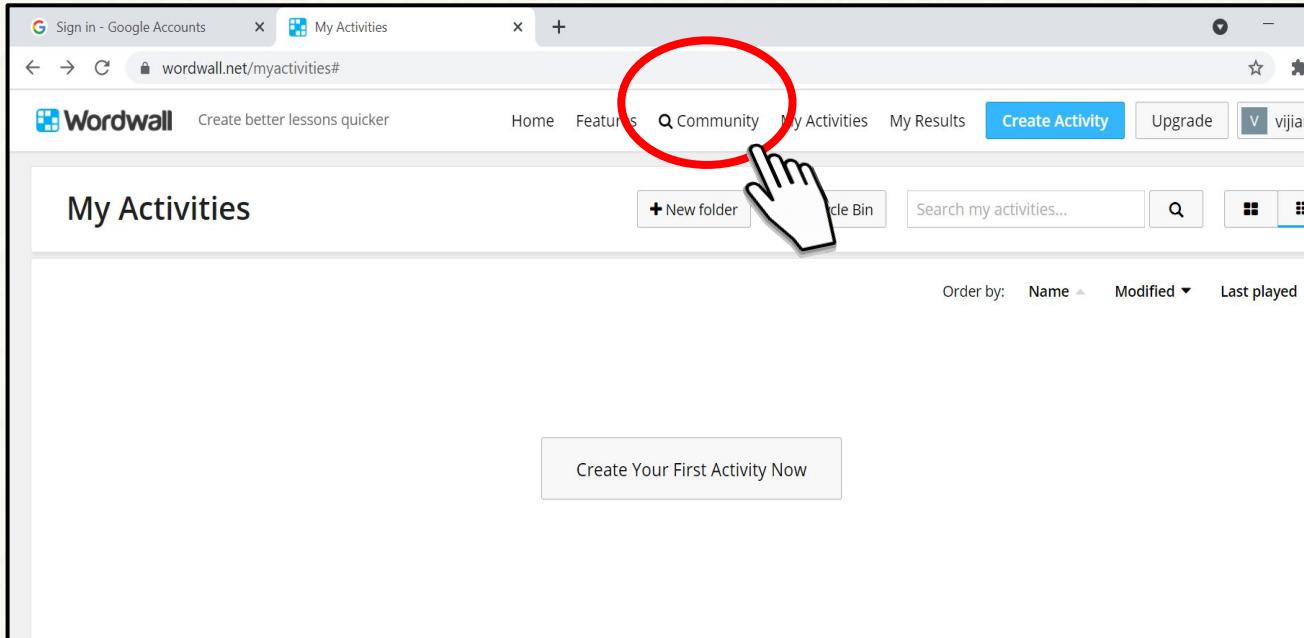
Ayuh, Cari!





# Ayuh, Cari! (Permainan Wordwall)

- 1) Klik butang “**Community**” untuk melihat bahan-bahan permainan yang tersedia ada.



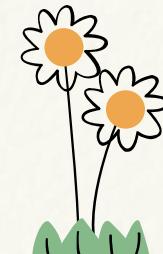


# Ayuh, Cari! (Permainan Wordwall)

2) Anda boleh memilih templat permainan yang anda mahu.

The screenshot displays a grid of 12 game templates:

- Nice to meet you** by Baboshkolizavet: Random wheel
- Match 食物-Food** by Lmcqueen: Matching pairs
- 4 Seasons with words a...** by jeyang: Matching pairs
- basic prepositions** by Wtxdaniel: Quiz
- Show Tell** by Tayshernin96: Match up
- Digestive system crossw...** by Eugenequek81: Crossword
- Drag and drop the Coun...** by Annieprays: Group sort
- IGCSE French-Weather** by Specialed720scope: Match up
- Count. Which is the correct answer?**
- Arabic numbers**
- Are these triangles congruent and what is the name of the congruency test?**
- Maze**





# Ayuh, Cari! (Permainan Wordwall)

3) Anda boleh mencari aktiviti permainan yang anda mahu menerusi enjin pencarian yang disediakan.

### Community

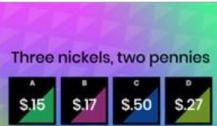
Search for public activities...

  
[Disney Trivia](#)  
by Siennacooper  
Gameshow quiz

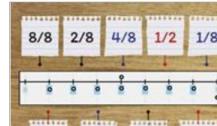
  
[Word Match! /-g/](#)  
by Mstroluis  
Quiz

  
[Beginning Fractions](#)  
by Andreaseale  
Match up

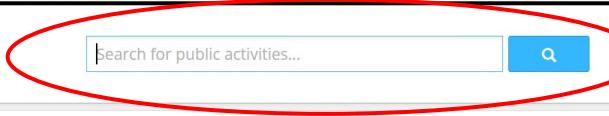
  
[Consonant -le Short/Lon...](#)  
by Jenncostantine  
Group sort

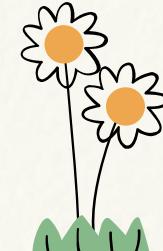
  
[Three nickels, two pennies](#)  
by wordwall.net

  
[Who Did What](#)  
by wordwall.net

  
[Beginning Fractions](#)  
by Andreaseale  
Match up

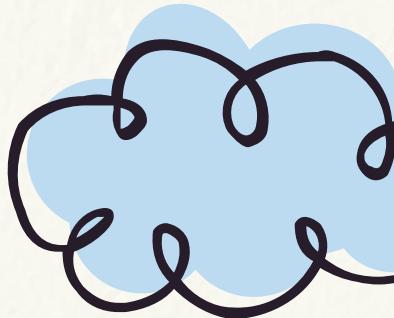
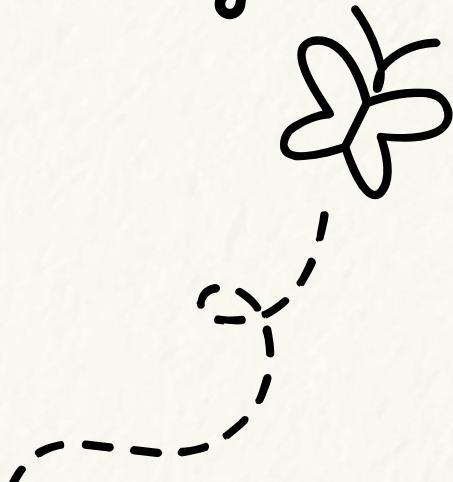
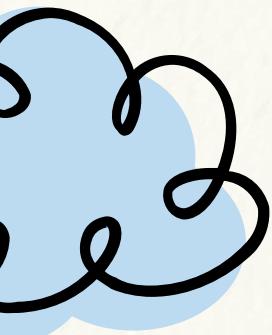
  
[Consonant -le Short/Lon...](#)  
by Jenncostantine  
Group sort







Ayuh, Bina!

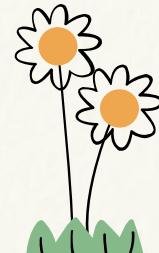




# Ayuh, Bina! (Permainan Game Show)

- 1) Klik butang “**Sign Up**” untuk mendaftar akaun di Wordwall.

The screenshot shows the Wordwall homepage. At the top, there's a navigation bar with links for Home, Features, Price Plans, Log In, Sign Up, and a language selector. The main content area features a large heading "The easy way to create your own teaching resources." Below it, there are two sections: "Printables" (represented by a stack of books) and "Interactives" (represented by a person at a computer). A call-to-action button at the bottom says "Sign Up To Start Creating". A red oval and a red arrow point to this button. In the bottom right corner of the main area, there's a statistic: "17,281,154 resources created".





# Ayuh, Bina! (Permainan Game Show)

Sign Up to a Basic account

Step-1: OR Step-2:  Step-3:  Step-4:  Step-5:  Step-6:  I accept the [Terms of use](#) and [Privacy policy](#)

1. Pelajar boleh menggunakan akaun **e-mel Google** untuk mencipta akaun Wordwall.
2. Jika pelajar **tidak mempunyai akaun e-mel Google**, pelajar boleh menggunakan akaun e-mel yang lain untuk mendaftar.
3. Kemudian, pelajar harus menaip kata laluan dalam ruang yang disediakan.
4. Taip semula kata laluan yang telah diisi.
5. Pilih '**Singapore**' sebagai lokasi.
6. Klik butang kosong yang disediakan sebagai persetujuan terhadap terma dan syarat Wordwall.
7. Akhir sekali, klik butang '**Sign Up**' untuk mendaftar akaun sendiri di Wordwall.





# Ayuh, Bina! (Permainan Game Show)

- 3) Klik butang “**Create Activity**” untuk membina set aktiviti yang baharu.
- 4) Anda harus memilih perkataan yang betul berdasarkan definisi yang diberikan.

Wordwall Create better lessons quicker

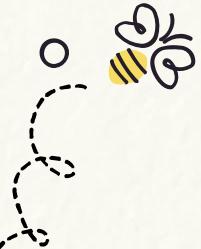
Home Features Community My Activities My Results Create Activity

**My Activities**

+ New folder Recycle Bin Search my activities... \*klik\*

Order by: Name ▲





# Ayuh, Bina! (Permainan Game Show)

5) Pilih templat permainan “**Gameshow Quiz**”.

 **Match up**  
Drag and drop each keyword next to its definition.

 **Random wheel**  
Spin the wheel to see which item comes up next.

 **Group sort**  
Drag and drop each item into its correct group.

 **Quiz**  
A series of multiple choice questions. Tap the correct answer to proceed.

 **Random cards**  
Deal out cards at random from a shuffled deck.

 **Matching pairs**  
Tap a pair of tiles at a time to reveal if they are a match.

 **Find the match**  
Tap the matching answer to eliminate it. Repeat until all answers are gone.

 **Open the box**  
Tap each box in turn to open them up and reveal the item inside.

 **Gameshow quiz**  
A multiple choice quiz with time pressure lifelines and a bonus round.

 **Missing word**  
A cloze activity where you drag and drop words into blank spaces within a text.

 **Unjumble**  
Drag and drop words to rearrange each sentence into its correct order.

 **Anagram**  
Drag the letters into their correct positions to unscramble the word or phrase.

 **Maze chase**  
Run to the correct answer zone, whilst avoiding the enemies.

 **Wordsearch**  
Words are hidden in a letter grid. Find them as fast as you can.

 **Labelled diagram**  
Drag and drop the pins to their correct place on the image.

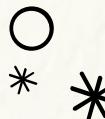
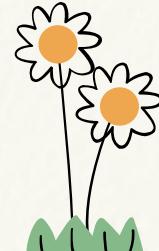
 **True or false**  
Items fly by at speed. See how many you can get right before the time runs out.

 **Rank order**  
Drag and drop the items into their correct order.

 **Flip tiles**  
Explore a series of two sided tiles by tapping to zoom and swiping to flip.



\*klik\*





# Ayuh, Bina! (Permainan Game Show)



- 6) Isi tajuk aktiviti dalam kotak putih yang disediakan di bawah “**Activity Title**.”
- 7) Isi soalan-soalan yang ingin diajukan dalam kotak “**Questions**” dan senarai jawapan dalam kotak “**Answers**.”
- 8) Tandakan tanda “” untuk jawapan yang betul dan tandakan tanda “” bagi jawapan yang salah.

Edit content

Activity Title

Darjah Atas: Kosa Kata (Pasar Raya)

Last modified Jun 9 23:59

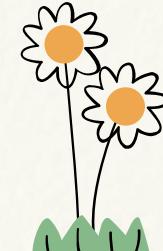
+ Instruction

Question

1. nilai sesuatu barang dengan kiraan

Answers

a   harga	d
b   jumlah	e
c	f





# Ayuh, Bina! (Permainan Game Show)

9) Setelah selesai, klik butang “**Done**.”

Question

10.  kad yang membolehkan pemegang kad membeli barang atau kad untuk membuat bayaran

Answers

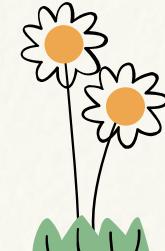
a <input checked="" type="checkbox"/>  kad kredit	d <input type="checkbox"/> 
b <input checked="" type="checkbox"/>  kad ezlink	e <input type="checkbox"/> 
c <input type="checkbox"/> 	f <input type="checkbox"/> 

+ Add a question  
min 5 - max 100

**Done**



\*klik\*





# Ayuh, Bina! (Permainan Game Show)

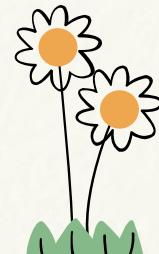
10) Tekan butang “**Start**” untuk memulakan kuiz Gameshow yang telah direka sebentar tadi.

The screenshot shows a digital game template titled "Gameshow quiz". The main title is "Darjah Atas: Kosa Kata (Pasar Raya)". Below it is a large "QUIZ SHOW" graphic. A blue "START" button with a white play icon is centered, with a white hand cursor pointing at it. Below the button, text reads: "A multiple choice quiz with time pressure, lifelines and a bonus round." On the right side of the screen, there is a sidebar with the following options:

- Switch template
- INTERACTIVES
  - Gameshow quiz (selected, highlighted in blue)
  - Quiz
  - Open the box
  - Maze chase
  - Random wheel
- Show all

At the bottom of the main area, the title "Darjah Atas: Kosa Kata (Pasar Raya)" is repeated, along with the author information "by Nabilahr02" and category tags "Malay", "Vocabulary", and "Edit". There are also "Share", "Edit Content", "Embed", and "More" buttons.

\*klik\*

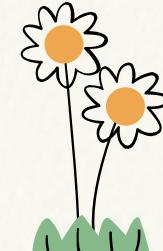




# Ayuh, Bina! (Permainan Match Up)

- 1) Klik butang "**Create Activity**" untuk membina set aktiviti yang baharu.

The screenshot shows the Wordwall homepage. At the top, there is a navigation bar with links for Home, Features, Community, My Activities, My Results, Create Activity (which is highlighted with a red circle), Upgrade, and a user profile. Below the navigation bar, there is a large heading "The easy way to create your own teaching resources." followed by two descriptive lines: "Make custom activities for your classroom. Quizzes, match ups, word games, and much more." To the right of the text, there is an illustration of a teacher sitting at a desk with papers, pointing to a large screen displaying a triangle. The screen is labeled "Interactives". The desk is labeled "Printables". A hand is shown clicking on the screen, with the word "\*klik\*" written next to it. At the bottom right of the page, a blue box displays the statistic "17,749,801 resources created".





# Ayuh, Bina! (Permainan Match Up)

2) Pilih templat permainan "**Match Up**".

**Match up**  
Drag and drop each keyword next to its definition.

**Quiz**  
A series of multiple choice questions. Tap the correct answer to proceed.

**Random wheel**  
Spin the wheel to see which item comes up next.

**Open the box**  
Tap each box in turn to open it and reveal the item inside.

**Group sort**  
Drag and drop each item into its correct group.

**Find the match**  
Tap the matching answer to eliminate it. Repeat until all answers are gone.

**Random cards**  
Deal out cards at random from a shuffled deck.

**Matching pairs**  
Tap a pair of tiles at a time to reveal if they are a match.

**Missing word**  
A cloze activity where you drag and drop words into blank spaces within a text.

**Unjumble**  
Drag and drop words to rearrange each sentence into its correct order.

**Anagram**  
Drag the letters into their correct positions to unscramble the word or phrase.

**Gameshow quiz**  
A multiple choice quiz with time pressure, lifelines and a bonus round.

**Labelled diagram**  
Drag and drop the pins to their correct place on the image.

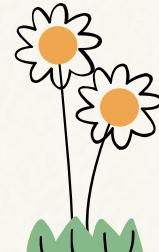
**Wordsearch**  
Words are hidden in a letter grid. Find them as fast as you can.

**True or false**  
Items fly by at speed. See how many you can get right before the time runs out.

**Maze chase**  
Run to the correct answer zone, whilst avoiding the enemies.

**Rank order**  
Drag and drop the items into their correct order.

**Flip tiles**  
Explore a series of two sided tiles by tapping to zoom and swiping to flip.







# Ayuh, Bina! (Permainan Match Up)

- 4) Isi kotak “**Keyword**” dengan **kosa kata** berserta **gambar**.
- 5) Isi kotak “**Definition**” dengan **makna** kosa kata tersebut.

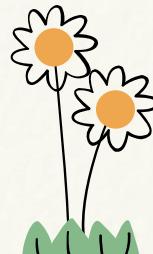
Activity Title: Darjah Rendah: Kosa Kata (Taman Permainan)

Last modified 10 Jun 21:19

Keyword	Definition
1.  gelongsor	tempat seseorang atau sesuatu meluncur ti
2.  ting-ting	permainan campak batu dan lompat di lant
3.  kanak-kanak	budak lelaki atau perempuan yang masih ke
4.  melompat	bergerak dengan mengangkat kedua-dua kak
5.  sesak	keadaan yang ada ramai orang
6.  tangga	tempat yang dipijak untuk naik atau turun c

kosa kata

makna





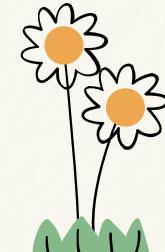
# Ayuh, Bina! (Permainan Match Up)

6) Setelah selesai, klik butang “**Done**”.

4.		melompat		bergerak dengan mengangkat kedua-dua k				
5.		sesak		keadaan yang ada ramai orang				
6.		tangga		tempat yang dipijak untuk naik atau turun c				
7.		besi gayut		tempat bergantung dengan memegang besi				
8.		memanjat		menaiki tempat yang tinggi menggunakan tangga				
9.		berbasikal		menaiki basikal				
10.		luas		kawasan yang besar				

+ Add an item  
min 3 - max 30

**Done**





# Ayuh, Bina! (Permainan Game Show)

7) Tekan butang “**Start**” untuk memulakan kuiz Match Up yang telah direka sebentar tadi.

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Match up

Darjah Rendah: Kosa Kata (Taman Permainan)

tempat bergantung  
bergerak dengan mengangkat kedua-dua kaki sejajar

menaiki tempat yang tinggi menggunakan tangan dan kaki

tempat seseorang sesuatu meluncur  
menaiki basikal

tempat yang dipijak turun dan pergi ke sesuatu tempat  
keadaan yang ada ramai orang

tangan  
budak lelaki atau

permainan campak batu  
permainan yang masih kecil

geleng-geleng  
sesak  
besi gayut  
tangga  
kumah-kumah  
memanjat  
ting-ting

START

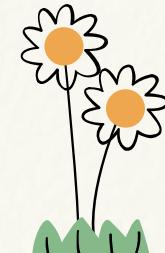
Drag and drop each keyword next to its definition.

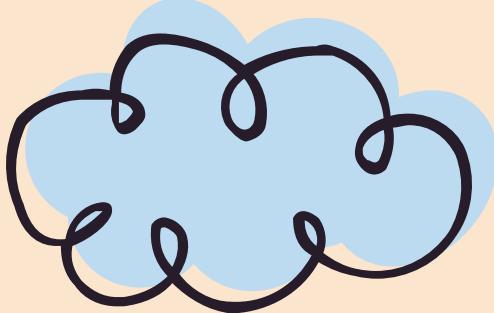
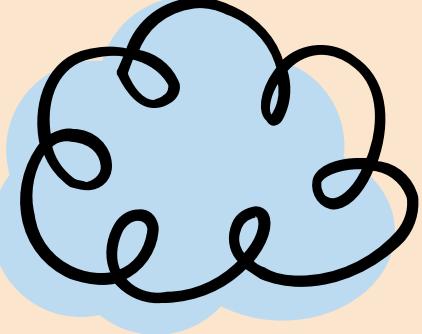
Switch template

INTERACTIVES

- Match up
- Find the match
- Quiz
- Gameshow quiz
- Maze chase

Show all





**SELAMAT  
MENCUBA!**

