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The Role of Games Motivation Young Learner in English Classroom

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ABSTRACT

The Role of Games is able to improve English learning for Young Learners. This paper explores the use of games as an instructional strategy to enhance motivation among young learners in English classrooms. This paper aims to increase the motivation to learn English using the game method. Data information is collected from reliable sources as analytical material. From the discussion, it can be concluded that English must be taught from an early age due to the impact of globalization and English becoming an international official language. Learning English A in early childhood is carried out by role-playing so that children do not feel bored and enthusiastic in learning English. The Role of Games is carried out by developing the involvement of young students to be more active in learning. Role-playing makes it easier for young students to remember the content of English learning. This learning model is an activity dedicated to young learners in developing English language skills. The use of The Role of Games learning model is able to create a fun learning atmosphere. The findings suggest that games can significantly increase student engagement, improve language acquisition, and create a positive learning environment. So that it can be used as motivation to facilitate the understanding of learning content.

Kata Kunci

Role Games, Young Learners, Motivation, English Learning

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INTRODUCTION

Children's learning is a process of guidance given to children to acquire knowledge, skills, attitudes, and experiences from school, home, and the environment. Children have a high curiosity about something they don't know. One of the important learning for children is language. Learning is a process of interaction between students and their environment aimed at acquiring knowledge, skills, attitudes, and values. This process involves various methods and techniques to ensure a good understanding of the material. Learning can take place formally in school or informally in everyday life. During learning, behavioral changes occur as a result of experience and practice. The teacher acts

as a facilitator, helping students understand the material. Students actively participate to achieve learning objectives.

Language is a communication tool that has an important role in life. According to (Setiyana et al., 2023) without language, humans will have difficulty communicating and interacting in daily life. The use of good language can make it easier to interact with others, be able to express yourself, express feelings, convey ideas that can expand children's knowledge. A very important language to teach children today is English.

English is the official language used as an international language. English is an international language that is essential to master from an early age. Young children have the ability to learn languages very quickly if given the right stimulation. Role-playing as a learning method can provide direct experience communicating in a real-life context, thereby increasing interest and motivation in learning English. It is necessary to realize the importance of learning English early to increase competitiveness in the era of globalization. English learning in children needs to be developed from an early age. In the face of the development of this era, the use of English in children is very influential for the future. Today's technological age requires us to understand English. English is also indispensable when entering the workforce. Because we coexist with technology like today that uses extensive language features. The learning of English that needs to be taught until early childhood is the ability to recognize vocabulary. According to Rishantie (2018), this illustrates that improving children's language skills aims to expand vocabulary, communication skills, and listening comprehension. This effort is made so that children have enough vocabulary to foster confidence in communicating. If the child has enough vocabulary knowledge, it will be easier to communicate both verbally and in writing. This is the basis for teaching English at the elementary school level. Therefore, they have a better knowledge base before pursuing education to a higher level.

Based on observations in the field of English language learning in children in Indonesia, especially in the regions, it is still not optimal. In general, English learning is still conservative, meaning that teachers who provide learning are still less creative and innovative. According to (Ermawati et al., 2023), the ideal teaching and learning process is not so much related to results, but more related to how teaching provides understanding to students. English learning competence is still very lacking among children. So children tend to be passive when asked to communicate in class. Lack of motivation is an obstacle to improving children's English skills. This is a challenge in the development of children understanding English. It takes the cooperation of teachers and

children to run an interesting learning system. So that children can be motivated to learn more optimally.

Role play Games is an English learning technique that involves simulating real communication situations. Students take on specific roles to practice dialogue or interactions within a given context. This technique focuses on developing active and communicative speaking and listening skills. During the implementation, the teacher prepares a scenario relevant to the learning material and the students' ability levels. The scenario contains a clear situation, characters, and communication objectives. The teacher divides students into small groups to simulate the roles. Each student must use appropriate vocabulary, grammar, and expressions during the role-play. This process allows students to practice English contextually and naturally. The teacher acts as a supervisor and provides feedback to correct errors and improve students' skills. Evaluation is based on fluency, fluency, and accuracy. Role-playing also trains students' critical thinking and improvisational skills. This technique is effective in increasing student motivation and self-confidence. Supporting media such as role cards or written dialogues can be used to facilitate implementation. Role-playing is an interactive and student-centered learning method. With this technique, students are more active in the English learning process.

A creative and innovative teaching system is very helpful in the learning process in the classroom. The way that teachers can use can be learning while playing or Role play. According to (Fadhilah, Sutiadiningsih. Purwidiani, and Krisdiastuti 2022) role playing model is an approach that focuses on direct experience for students, where they directly apply learning materials through the development of imagination, by acting out characters, both human and object. Teaching English to young learners requires an innovative approach that maintains interest and promotes active participation. According to Liu et al (2018), acquiring English Discussion skills in Primary School requires consistent and regular practice. Games have been widely recognized as an effective pedagogical tool for their ability to engage students emotionally, cognitively, and socially. This paper investigates the role of games in motivating young learners, taking into account their psychological needs, learning preferences, and developmental stages.

The theoretical basis for using games in language learning can be found in constructivist learning theory, Krashen's Affective Filter Hypothesis, and Vygotsky's Sociocultural Theory. This framework emphasizes that meaningful, interactive, and fun activities lower anxiety, increase motivation, and improve language acquisition. Games are also aligned with Gardner's theory of Multiple

Intelligences, catering to a wide variety of learning styles. The learning games used are adjusted to the level of student development and are educational. Learning that can be used is role-playing by utilizing media and hands-on practice in the classroom. According to (Ramadhani et al., 2023), learning media can help the learning process and increase students' motivation to learn in the form of objects and the surrounding environment. The purpose of implementing this role learning is to actively engage children. Creating an interesting learning atmosphere in improving good speaking skills.

RESEARCH METHOD

The method used in the preparation of this journal is a literature review. Literature review is the process of collecting data by analyzing and compiling information from reliable sources. The data analysis process is carried out by compiling information obtained from relevant sources according to the topic discussed. The information collected was analyzed by understanding the role and types of game innovations in English language learning that can increase children's motivation.

A literature approach was taken to examine English language learning using play the role of games method to increase the learning motivation of young learner in the classroom. This literature review collects and analyzes various relevant research sources from recent years to evaluate the impact of game based learning on English language learning motivation with role plays games carried out by young learner in the classroom. This analysis is derived from a reliable literature study on the influence of role playing games on improving English language skills for young learners. It is based on written ideas adapted to data proven by trusted expert opinions.

RESULTS AND DISCUSSION

English learning games are an alternative to providing lessons to children. This method can be used as a reference to motivate children by learning while playing. According to (Salsabila et al., 2023) learning media is also needed to attract students' interest during the learning process. This learning game utilizes media to improve English skills. Role-playing in English learning includes hands-on practice in the classroom. Teachers can form children's study groups to facilitate more effective learning. Game-based learning also has good potential to increase student engagement, motivate, expand social interaction, and improve understanding of English vocabulary and grammar. According to (Rochmawan 2023), the use of games can also stimulate children's cognitive abilities and creativity, as well as enrich their learning experience.

The role of games can be taught in the form of the use of media to motivate learning progress. Learning media can also help teachers to convey material in an easy way and help students understand the material (Widiyanti et al., 2024). The application of this method can be started by conducting orientation or introduction to children. When entering the classroom, the teacher can say greetings when he wants to open the lesson at the beginning of the lesson and close the lesson. Teachers can also explain to children the importance of saying greetings in front of the class. This exercise can be done every day by making an opening greeting, asking how the children are doing and closing the lesson.

The concept of learning English through games creates a fun learning atmosphere. The system looks relaxed but is capable of engaging more active children. Games contribute to language learning by creating a low-stress environment, promoting active participation, and providing immediate feedback. They encourage cooperation, competition, and communication, which are important in language practice. Additionally, the game offers repeated exposure to the target language structure in a meaningful context. According to Rikmasari & Budianti (2019) who mentioned that introducing vocabulary is the initial stage of learning English in elementary school which allows students to improve their language skills. The stages of English learning role-playing are applied in the classroom by teaching vocabulary that is easy to understand. Learning vocabulary in English is crucial for supporting students' communication skills. One effective method for teaching vocabulary is through role-playing. This method allows students to use new words directly in real-life or simulated contexts. During role-playing, students are given the opportunity to apply the vocabulary they have learned, making it easier to remember and understand. For example, if the theme of the role-play is a restaurant, students will use vocabulary related to food, drinks, and ordering expressions. Through role-playing, students learn vocabulary not only through passive memorization but also through active practice in sentences and conversations.

This method also improves students' ability to remember the meaning and use of words in appropriate contexts. Furthermore, role-playing encourages students to experiment with new words, enriching their vocabulary. Teachers can help by providing a list of relevant vocabulary before the role-play begins. During the play, students are encouraged to interact with each other and use the vocabulary spontaneously. This process strengthens vocabulary mastery and improves speaking fluency. Role-playing also develops students' confidence in using vocabulary in everyday communication. Furthermore, this method makes the learning environment more engaging and enjoyable, thereby

increasing motivation. Teachers can teach vocabulary games that motivate children's enthusiasm. For example, playing puzzles, children will guess the names of the objects displayed. The game of arranging words using objects will make children more enthusiastic in arranging vocabulary. This media is very helpful for children in recognizing letters and composing words. Puzzles can also sharpen children's memory in recognizing colors. To effectively integrate games in the classroom, teachers should:

1. Align games with learning objectives
2. Make sure instructions are clear and age-appropriate
3. Balance competition and collaboration
4. Customize the game to suit class size, time constraints, and proficiency level
5. Use games as a supplement, not a substitute, for structured learning

While the game offers many benefits, it also presents challenges. These include classroom management issues, an overemphasis on competition, and the risk of games overshadowing learning objectives. Teachers must balance fun with educational value and ensure inclusivity so that all students participate. Teachers report that games make lessons more dynamic and reduce discipline problems. Students revealed that games made them feel relaxed, motivated, and willing to take risks in speaking English. This perspective highlights the role of games in building a supportive and interactive classroom culture.

English learning can be done using song media games. Listening to a song can make it easier to remember vocabulary that is often spoken in song lyrics. According to (Garcia & Moraless, 2022) students' involvement in singing activities and discussions about song lyrics can enrich their learning experience. Children's speaking skills will be better if they learn while singing. Research by Engh (2019) also supports these findings by stating that songs can enrich language learning by providing authentic context and motivating students. Children will be enthusiastic in learning, for example after listening to a song or singing they will relax. Singing by repeating a song will sharpen children's memory in memorizing each vocabulary in the song lyrics. The application of singing in role learning will be more fun for children. Since songs can attract attention if accompanied by music, they will make you more excited.

Learning is also adjusted to the level of ability of each child because each child has a different level of understanding. Teachers can form study groups that involve children in dialogue with others. Technically, role-playing can be done in small groups so that each student has a chance to speak. Teachers can provide immediate feedback on correct or incorrect vocabulary usage. This

way, errors can be corrected immediately, and students learn more effectively. Role-playing also helps connect vocabulary to real-life situations, making learning more meaningful. Therefore, role-playing is a highly effective strategy for teaching vocabulary in English. Like when role-playing using the experience that each child has. Children may be asked to share each of their life experiences in front of the class. This method can train children's vocabulary skills and courage in expressing feelings. Role-playing is also petrified to activate dialogue between children. Teachers can ask to practice roles in front of the class. Children engage in dialogue with simple conversations that they are good at such as asking about hobbies, favorite colors, favorite means of transportation, etc.

The Role of Games learning model allows children to explore their skills. The characters of The Role of Games in learning are:

1. Involving more than one individual
2. There is collaboration between students in achieving learning objectives
3. There is a learning theme
4. Students can play specific characters

Children play the role of carrying a character that is determined according to the learning method to be played. This approach suppresses the child's learning experience directly through the development of imagination and expressing feelings. So that the learning process can be more efficient, teachers can create a structured learning structure:

1. Proper time planning
2. Arrange the classroom space in an orderly manner
3. Control the sound volume
4. Small group division
5. Clear and firm instruction
6. Use of noisy supporting media
7. Active teacher supervision
8. Give a sign or signal
9. Coordination with other class teachers
10. Utilize alternative space

If taking these steps, teachers can ensure that role playing games activities are effective without disrupting other classes. This creates a conducive learning environment for all student.

Young learners' motivation in learning English is a crucial factor influencing their success. At an early age, children tend to be motivated by curiosity and a desire to explore the world around them. Therefore, English

learning must be designed to be engaging and interactive to spark this interest. Teachers and parents play a crucial role in providing positive support, praise, and encouragement that boost children's self-confidence. Furthermore, providing clear and realistic goals helps children understand the benefits of learning English. High motivation in early young learner not only impacts language skills but also fosters a positive attitude toward the learning process in general. With the right approach, children will develop self-confidence and a love of English from an early age. Therefore, strong motivation and appropriate learning methods are crucial to supporting children's success in learning English.

Motivation plays a central role in the learning process, especially for children. Intrinsic motivation driven by curiosity and pleasure is essential in the early stages of learning. According to research by Novitri and Barus (2023), parents play a central role in supporting children's language development through daily interactions and selecting appropriate learning methods. Parents can build children's motivation to learn by providing examples, providing emotional support, and creating a conducive environment for learning English. This aligns with the theory of intrinsic motivation, which emphasizes the importance of a child's inner drive to learn. Young learners are more likely to engage in fun, challenging, and rewarding activities. Games naturally provide these elements, thus encouraging ongoing engagement. To motivate children's learning development, teachers can make an example of an assessment table in motivating the spirit of learning as follows:

| Name | Excess | Deficiency | Points |
|-------------|------------------|--------------------|---------------|
| A | Know vocabulary | Not yet speaking | 5 |
| B | Fluent in speech | Not yet vocabulary | 5 |

The analysis shows that game-based learning is more effective in increasing learning motivation. However, this application must be adapted to the needs of each child because children have different understanding abilities. When there are children who are not enthusiastic about learning, improvements can be made in the teaching action. Repeat the subject matter and become calmer, especially for children who have learning difficulties. Teachers also play a role as facilitators in ensuring that game learning runs smoothly and learning goals are achieved. The advantage of learning with The Role of Games model is that it trains children to understand and remember the content of the subject matter. First, role-playing can increase students' intrinsic motivation because it provides an engaging, fun, and competitive learning experience. Second, through the element of play can increase student involvement in learning and

motivate them to actively participate in the learning process. Third, role-playing can increase social interaction and collaboration between students, both in the form of competition and cooperation, which contributes to the development of social skills and teamwork. Learning games is considered more effective in providing children's comprehension assistance in improving English skills. Additionally, while the use of games has significant benefits, there are some challenges that must be overcome. One of the main challenges is integrating games into the existing curriculum. The use of games must be well integrated with other learning components so as not to sacrifice important subject matter. Other challenges include careful planning and monitoring, to keep the use of games relevant, effective, and able to achieve the desired learning goals.

CONCLUSION

Learning English using the role playing games is an effective approach to motivation young learner. Through role playing games, young learner are not only actively involved but also feel more comfortable and confident using English. Based on the analysis of English learning with The Role of Games method, it can help learning progress. Role Games are a powerful tool to motivate young learners in English classes. They address the affective and cognitive aspects of learning, making the process enjoyable and effective. If implemented carefully, games can turn English lessons into engaging and meaningful experiences. Motivate children to be more enthusiastic about learning new things in a fun context. Learning by playing, singing and using media makes children fun and improves the learning process to be effective. Learning with a fun system is a great approach to improving children's montessori (motor) skills. Improve skills in understanding lessons, building teamwork, and good relationships with classmates.

Therefore, teachers play a crucial role in creating a supportive learning environment and ennsuring that learning objectives are achieved. Overall, game based English learning not only increases motivation but also support the development of better language skills, making it a viable method for implementation in English Language education.

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