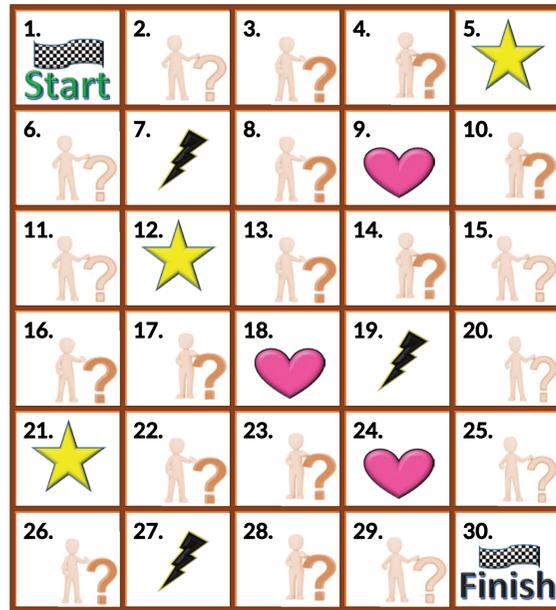


QUESTION BOARD: A Fun Innovative New Learning Method

Edwin Daru Anggara &
Zubaida Rohmawati

Question Board



Example of Math Question

Type of Question: Green for Easy,
Blue for Medium,
Red for Difficult &
Special Block for Random.

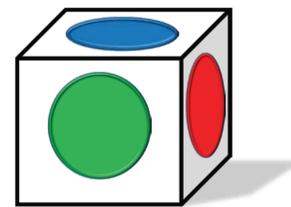
Maximum answer time 1 minutes. Time Up = Wrong.

- Green (Easy) $20 + 31 = ?$
Blue (Medium) $12 \times 23 = ?$
Red (Difficult) $13 \times 24 + 6 : 3 = ?$
Special Block (Random) $0.75 \times 0.25 = ?$
- Green (Easy) $78 - 21 = ?$
Blue (Medium) $688 : 7 = ?$
Red (Difficult) $650 : 3 \times 12 = ?$
Special Block (Random) $0.64 : 0.16 = ?$
- Green (Easy) $441 - 255 = ?$
Blue (Medium) $37 \times 38 = ?$
Red (Difficult) $45 + 78 \times 17 = ?$
Special Block (Random) $69 \times 0.4 = ?$
- Green (Easy) $350 + 557 = ?$
Blue (Medium) $685 : 25 = ?$
Red (Difficult) $75 : 15 + 5 \times 5 = ?$
Special Block (Random) $71 - 35 + 5 \times 29 = ?$
- Green (Easy) $6575 - 2352 = ?$
Blue (Medium) $190 \times 275 = ?$
Red (Difficult) $25 - 200 : 2 \times 2 + 9 = ?$
Special Block (Random) $4\% \times 75 + 0.75 : 5 = ?$

Rule to Play

Type	Correct Answer	Wrong Answer
Dice Green	Green 1 Step Forward	Green 1 Step Back
Dice Blue	Blue 2 Step Forward	Blue 2 Step Back
Dice Red	Red 3 Step Forward	Red 3 Step Back
Stop in Love	4 Step Forward	Nothing/Stay
Stop in Thunder	Nothing/Stay	4 Step Back
Stop in Star	5 Step Forward	5 Step Back

Colored Dice



Pawns



Question Board Narrative Description

Overview

To make learning better and fun, tools that support learning are needed. Tools in the form of media that can complement the learning process and stimulate creative thinking among students are used to support learning. Therefore, we propose a learning medium called Question Board to facilitate fun and interesting learning.

How to Play the Question Board Game

- In playing the question board game, there are questions that the players must complete.
- This game is played using the pawns by two or more students guided by the teacher.
- The questions should only be seen by the teacher. The questions will be written in metacards and placed upside down while playing the game to ensure secrecy.
- The colored dice will be rolled in turns to determine the number of steps to be taken by the players on the board.
- The outcome of the rolled colored dice determines the steps and the question that each player must take.
- In accordance with the rules, every correctly answered question will allow the player to move forward while every incorrect answer will require the player to move backwards.
- If the player lands in a special block (star, love, or thunder symbols), he/she will follow the instructions corresponding to the symbol. If a player lands on a "love" box and answers the corresponding question correctly, he/she moves 4 steps forward. If he/she answers incorrectly, there will be no penalty and he/she stays in the "love" block. If the player lands in a "thunder" box and answers the corresponding question correctly, he/she will stay on the "thunder" block. If he/she answers incorrectly, he/she will have to take 4 steps backward. For the "star" box, a correct answer means 5 steps forward while a wrong answer, 5 step backward.
- Every wrong answer will require the player to move backwards. In case the player is in block 1

and incorrectly answers a question, he/she loses and will be considered as out of the game.

- The first player to reach the "finish" box will be declared as the winner. In case all of the questions have already been answered and no one has reached the "finish" box, the closest to the "finish" box will be deemed as winner.
- The questions will be of different degrees of difficulty (easy, normal, and difficult). Ideally, the number of questions for each degree will be as many as possible.
- Incorrectly answered questions will not be discarded and will be put back in queue. For example, if a player failed to answer question 7, that question will be placed at the end of the queue so that it will be asked later in the game. The next player then answers question 8.
- If the questions in one level has already been exhausted then questions from the next higher level can be used. For example, if all "easy" questions were already asked, the questions from the "normal" degree will be used.
- Types of questions can be tailor-fit according to the subject topic (such as Biology, Language, Physics, and others)

Benefits of the game:

- Media question board is very effective in reviewing class lessons.
- This game is very practical, economical and easy to play.
- Encourages student enthusiasm in learning.
- Keeps the students engaged.
- Helps in the overall development of cognitive and affective skills.
- Makes learning more fun.
- Can be done both inside and outside of the classroom.

Conclusion:

Question board is a tool used to facilitate fun and effective learning. It encourages better understanding of learning materials by using an interesting medium. By using this activity-based approach, the students will easily remember the lessons. ■