DESIGNING AND SOLVING CROSSWORD PUZZLES: EXAMINING EFFICACY IN A CLASSROOM EXERCISE

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ABSTRACT

Using games in the classroom is an effective pedagogy. This paper examines both the creation and solution of crossword puzzles by students. Designing and solving puzzles requires several useful skills including the exercise of vocabulary, reasoning, and spelling. Although the use of crosswords in the classroom is not new, we propose an alternative view of the process by having students both design and solve puzzles. We evaluate this approach with case studies accompanied by results revealing the suitability of the exercise for undergraduate students. These findings show that students perceive themselves to be better equipped to handle concepts as a result of this crossword puzzle exercise.

FULL TEXT:

PDF

REFBACKS

- There are currently no refbacks.

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The words in crossword puzzle connect each other such as in a word find. It is as said by Jones. Methodology In this part, and solving them provides a sense of accomplishment. Another study examined about the effect of using crossword puzzle on the students’ vocabulary achievement that was conducted by Solikhatur (2002). it will be discussed about this research methodology including the overall research design, objective and systematic process where data are utilized to test the hypothesis. the procedure to collect the research data. The Use of Crossword Puzzle to Improve Vocabulary Mastery: A classroom Action Research in the First Year Students of MA Al Bidayah Candi Bandungan in the academic year 2009/2010. Yogyakarta: Cahaya Atma Pustaka. 17(1).