Oracle Origami as Teaching Learning Strategies for Beginners and Young Learners

by Aang Darmawan

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One of the main goals of language teaching is to equip our students with the ability to communicate in the target language. It needs strategies for teaching learning English, one of which is playing Origami. Origami is one of game, it suitable for beginners and young leaner to learn English fun and easy. Origami means paper folding. Although it is best known by this Japanese name, the art of paperfolding is found all over Asia. It is generally believed to have originated in China, where papermaking methods were first developed two thousand years ago.

Oracle origami is kind of origami games. The game is played by the group, and contains key words in English that should be played by the players. The players will play what is in the keywords in the oracle origami, for example the keyword is Family. The players will tell you about their family. So the players will indirectly speak English. Researcher assumes that oracle origami can help the beginners and young learners to learn English with joyful.

Key Words: Oracle Origami, Learning Strategies, Beginner and Young Learners

1. Introduction

Teaching and learning processes directed to the teacher while in class, dealing with students, plan the lesson, and evaluate (http://ferigramesa.blogspot.com/2012/11/pengertian-teaching-learning.html). Teaching English is a skill of the language in simple English with emphasis on listening, writing, reading and speaking skill using selected topics related to their environmental needs (Nilawati, 12:2009). According to Kusumayati, (2010:12) teaching is not transferring the knowledge but actually teaching is for motivating, facilitating and organizing his or her class, students, and other things related to teaching and learning process.

Teaching English to Young Learners as beginner is a way to introduce English as a foreign language to young students. While children may not have an understanding of why it is important to learn a second language, therefore English should be introduced at the earliest possible age. For instance, creating a fun and positive learning environment can equip kids with a strong foundation for success in more advanced courses later in their academic careers.

Young learners are students that study about everything which they think as new lesson. They have different interest and ability to understand the lesson because there are many factors that influence them. Because of it, it caused them to be difficult to absorb and catch on the lesson that makes them suppose that it is problem. And it also caused that they have not ever learned it yet.

Young learners are supposed to be children from the first year of formal schooling (five or six years old) to eleven or twelve years of age. However, the age of children is not crucial for how mature they are. Young children are motivated when they are praised. To help children acquire English, let them hear and experience the language since they are very small. In general it is known that young children are better in learning languages than older people. In spite of this fact we still can doubt whether children can learn more efficiently than adults. Anyway, it depends mostly on teachers how they can help learners to progress rapidly at any level of schooling. Children learn mostly through games, fun activities or real-life situations. In the very early age they are not even worried of committing a mistake or expressing themselves in an incorrect way, they are just glad that they can express themselves. The most important thing at this age of young children is acquisition. This can be referred to as the absorption of language.

In a game, a child has the opportunity to try out and modify much of what they see; the game is therefore a source of cognition for them. The idea of using games in teaching does not seem to be widely accepted and implemented yet, although its profitability and almost necessity has been proposed and justified as early as in the seventeenth century by Comenius. In spite of years of such knowledge and experience, it is still rare to see games implemented in the teaching process in schools in other than first to third grades. Games are a valuable activity for language learning, especially for very young learners. Children enjoy games and thus participate without anxiety.

Games are a valuable activity for language learning, especially for very young learners. Children enjoy games and thus participate without anxiety. Games can motivate children greatly and they are activities which are usually familiar to children as regards structure, rules etc. Due to this familiarity they link back to the children's home background, as stated from fleta (2009) that Games are simple structured activities which may involve little language but are meaningful to students and involve the whole self (cognitively and emotionally), thus creating strong associations with the language used.

Games are particularly valuable for a child beginning to learn a foreign language. Children just beginning to learn a new language need some time to adapt to the language, its sounds and rhythms. They need exposure to input before they experiment with producing language. Some children will gladly experiment with production but some can be shy and require more time. This 'silent' time/period should be offered to the children and they should never be pressured into producing language. Games, therefore, offer an important tool which allows children to listen to and comprehend language without requiring production. They can participate fully in all the activities without being pressured to produce language (ioannou, 2010: 1). There many kinds of game, one of them is Origami.

Origami is a game made of folding paper. Although it is best known by this Japanese name, the art of paper folding is found all over Asia. It is generally believed to have originated in China, where papermaking methods were first developed two thousand years ago. Traditional origami patterns use square paper but there are some patterns using rectangular paper, papers strips, or even circle shaped paper (pwehrman@ihot.com). Researcher believes that most of the children as youth and beginners have ever played this oracle game. The oracle game is very easy in playing the game and how to make it. So that, young learners do not feel they have learned and played.

Oracle origami is a game made of folding paper, and played in a group that consists of five to eight people each group. The game is performed in turn, for the player to play is required to hold origami oracle and play it until it finds a keyword hidden in oracle oracle's cockpit paper. After finding the keywords, the player must tell the story according to the keyword hidden in the oracle origami. For example, the key word for a family, so the player must talk or talk about family. For other players, they have to ask the player who is getting the turn and recorded the new vocabulary. From the playing oracle origami, the young learners can find out new vocabularies and trying to speak out English easily.

2. Problems

The widespread introduction of languages in primary schools has been described by Johnstone (2009:33) as "possibly the world's biggest policy development in education", with English being

the language most commonly introduced. Actually, learning English is not important for us but is needed as international language. Therefore English has to begin to be introduced to beginners and young students, the children are including the beginner class of students in starting learning English.

The age of children is very effective because in this golden age, children as beginners and young students are more enthusiastic in enriching the language. Since young, must begin to be trained in learning good and true language both national and international languages. Even parents need to send their children to school from an early age, in addition to training their children's academics as well as training and launching their children in language training. In some level of education even since early childhood education has been introduced in English, as stated "parents want their children to develop English skills to benefit from new world orders and put pressure on governments to introduce English to younger children (Enever & Moon, 2009; Gimenez, 2009).

Young learners are children from the first year of formal schooling to eleven or twelve years of age. They are relatively mature children with both adult and childish features. Here there are general characteristics and language development of a young learner according to Wendy and Ytreberg (1990 : 3):
- ✓ Their basic concepts are formed. They have very decided views of the world.
- ✓ They ask questions all the time.
- ✓ They can tell the difference between fact and fiction.
- ✓ They rely on the spoken word as well as the physical world to convey and understand meaning.
- ✓ They are able to make some decisions about their own learning.
- ✓ They have definite views about what they like and do not like doing.
- ✓ They have a developed sense of fairness about what happens in the classroom and begin to question the teacher's decisions.
- ✓ They are able to work with others and learn from others.

Language development:
- ✓ They understand abstracts
- ✓ They understand symbols (beginning with words)
- ✓ They generalize and systematize

Moreover, young learners need the best strategies to learn English easily as foreign language. One of the best strategies is trough playing the game. There many kinds of game but the researcher chooses one the right game to increase teaching and learning English for young learners and beginners, is playing oracle origami. Therefore, the researcher can defines the problems, the first is can oracle origami be effective for teaching vocabulary for young learners and beginners? The second, how is oracle origami can increase teaching learning English for young learners and beginners? The researcher believes that oracle origami can be effective and increase in teaching learning English for young learners and beginners, because in playing oracle the young learners can learn English. From this game, the young learners can play while study. Indirectly, the young learners will practice and trying to remember the vocabularies, so that it can arrange the sentence in oral perfectly.

3. Method

Research is careful study an investigation, especially in order to discover new facts or information, such of scientific, historical research (Hornby, 1995:996). Research is poses that the combination step is done systematically and logically to get the solution of the problem or to get the answer from the certain question (Brata, 2006:11). So, research design is a strategy to arrange the setting of the research in order to get the valid data that are suitable to all variable characteristic and the research.

Teaching and learning English for young learners and beginners through oracle origami technique is use descriptive research. Descriptive research does not fit neatly into the definition of either quantitative or qualitative research methodologies, but instead it can utilize elements of both, often within the same study. The term descriptive research refers to the type of research question, design, and data analysis that will be applied to a given topic. Descriptive statistics tell what is, while inferential statistics try to determine cause and effect. https://www.aect.org/edtech/ed1/41/41-01.html

The goal of descriptive research is a comprehensive summarization, in everyday terms, of specific events experienced by individuals or groups of individuals. To some researchers, such a qualitative design category does not exist. Unfortunately, this has forced other researchers, especially novices to the methods of qualitative research, to feel they have to defend their research approach by giving it 'epistemological credibility.' This has led to the labeling of many research studies as phenomenology,

grounded theory, or ethnography, when in fact these studies failed to meet the requirements of such qualitative approaches (Lambret, 2012). A descriptive approach needs to be the design of choice when a straight forward description of a phenomenon is desired. It is an approach that is very useful when researchers want to know, regarding events, who were involved, what was involved, and where did things take place. Researchers can unashamedly name their research design as qualitative descriptive. If their studies had overtones of the other qualitative research methods, those overtones need to be described, instead of incorrectly naming the research approach used by another method (i.e., phenomenology, grounded theory, ethnography). It is amazing how many researchers will indicate their studies used a grounded theory, ethnographic or phenomenological approach when, in fact, the design was actual qualitative descriptive.

4. Discussion

Teaching English to Young Learners as beginner is a way to introduce English as a foreign language to young students. While children may not have an understanding of why it is important to learn a second language, therefore English should be introduced at the earliest possible age. For instance, creating a fun and positive learning environment can equip kids with a strong foundation for success in more advanced courses later in their academic careers.

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Oracle origami is one of the best strategies for teaching learning English, especially for young learners and beginners, because how to make and how to play this game is very easy and cheap so it is considered very effective. This game is very popular among children because most kids must have played this game. Oracle origami is a game made of folding paper, and played in a group that consists of five to eight people each group. The game is performed in turn, for the player to play is required to hold origami oracle and play it until it finds a keyword hidden in oracle oracle's cockpit paper. After finding the keywords, the player must tell the story according to the keyword hidden in the oracle origami. For example, the key word for a family, so the player must talk or talk about family. For other players, they have to ask the player who is getting the turn and recorded the new vocabulary. From the playing oracle origami, the young learners can find out new vocabularies and trying to speak out English easily.

5. **Conclusion**

Young learners need the best strategies to learn English easily as foreign language. One of the best strategies is trough playing the game. The researcher believes that oracle origami can be effective and increase in teaching learning English for young learners and beginners, because in playing oracle the young learners can learn English. From this game, the young learners can play while study. Indirectly, the young learners will practice and trying to remember the vocabularies, so that it can arrange the sentence in oral perfectly. And how to play this game in a group consists of five until eight students for one group.

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