

3. ความพึงพอใจของนักเรียนที่มีต่อการเรียนด้วยชุดเกมประกอบการเรียนรู้
คำศัพท์ภาษาอังกฤษ นักเรียนมีความพึงพอใจต่อการเรียนมีคะแนนเฉลี่ยโดยรวมทั้งฉบับอยู่ใน
ระดับมาก ($\bar{X} = 4.43, S = 0.76$)

TITLE The Development of English Vocabulary Games by Using Cooperative Learning Model: Learning Together Technique for Mathayomsuksa 1 Students, Ban Khokbuakhor School, under the Office of Maha Sarakham Educational Service

Area 1

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ABSTRACT

The purposes of this research were to: 1) find out an effectiveness of English vocabulary games by using cooperative learning model: learning together for Mathayom suksa 1 students with a required efficiency of 80/80, 2) compare the outcomes of students' learning between before and after learning English vocabulary games and 3) examine students' satisfaction towards learning English vocabulary games. The target group was 31 students who were studying English by using English vocabulary games in the first semester of the 2010 academic year at Ban Khokbuakhor School, Muang district, Maha Sarakham province. The instruments used in this research were: English vocabulary games, an achievement test, and students' satisfaction questionnaire. The research was one group pretest-posttest design. The statistics used for analyzing the data were mean, standard deviation, percentage and *t*-test (Dependent sample)

The research findings were as follows:

1. The learning English vocabulary games by using cooperative learning model: learning together technique had an efficiency of 85.69 /83.23 which were higher than the requirement.

2. The students who were learning English vocabulary games by using cooperative learning model: learning together technique had significantly higher learning achievement than the pretest at the .05 level.

3. The students showed their satisfaction with learning English vocabulary games as a whole at a high level ($\bar{x} = 4.43$, $S = 0.76$).