# Effect of Smart Classroom's Online Quiz on Academic Achievement: An Empirical Evidence from the High School of Pakistan

Sher Muhammad Awan<sup>1</sup> Rashid Hussain<sup>2</sup> Khalid Saleem<sup>3</sup>

## Abstract

The objective of this study was to find effect of Jazz smart classroom's online quiz on academic achievement of students at secondary school level. Experimental design was used in which two groups were selected one was control and other was experimental group. Experimental group was given a treatment of six weeks by using Jazz Smart Classroom's Online Quiz. A sample of 30 students of class 10 was selected. Convenience sampling technique was used. Instrument used for collection of data was pre-test and post-test. Twenty lessons were delivered by using Jazz Smart Classroom's Online Quiz. Same pre-test and post-test used. The test was validated by the experts from University of Okara. The reliability of test was determined by reliability analysis with SPSS. The t-test was used for the comparison of data of control and experimental group. The results of experiment showed that the mean scores of students in post-test which were taught by using Jazz Smart Classroom's Online Quiz scored significantly higher than those taught by using traditional method. Some recommendations were made for teachers and students to use online quiz for better teaching and learning. Government should take an initiative to use Jazz Smart Classroom's Online Quiz in high schools.

**Keywords:** Jazz smart classroom, online quiz, academic achievement, secondary level.

<sup>&</sup>lt;sup>1</sup> Assistant Professor (Education), Hamdard University Islamabad Campus, Pakistan. Email: <a href="mailto:sher.m.awan786@gmail.com">sher.m.awan786@gmail.com</a>

<sup>&</sup>lt;sup>2</sup> PhD Scholar (Education), University of Okara. Email: <u>r.hussain1881@gmail.com</u>

<sup>&</sup>lt;sup>3</sup> Associate Professor (Education), University of Okara. Email: khalid.saleem@uo.edu.pk

#### Introduction

Jazz Smart Classroom's Online Quiz is one of the tools which can replace the school. In this tough time digital resources are good supplement for our students to continue their educational process in a smooth way. Different countries have adopted various technologies in education sector according to their requirements, culture, and level of teaching and student's expertise. In Pakistan, many schools are finding it difficult to adopt the Jazz Smart Classroom's Online Quiz due to various reasons which include lack of teachers training and motivation. Economic and technical constraints add to icing on the cake to adopt. The integration of Jazz Smart Classroom's Online Quiz can make traditional methods much more effective as well as interesting. But more inculcation of information Jazz Smart Classroom's Online Quiz in traditional method does not eliminate the significance and the need of teachers. It just changes the role of teacher as facilitator from instructor. Students still need to be guided but the source of knowledge does not remain the teacher and the outdated curriculum. This technique not only creates interest of students in a topic but also save students time in getting right and up to date knowledge on the topic.

No one can progress at the same rate until they learn all the content. Before going to the new instructional material student get support and time, they need to become proficient in academic content. The implementation plan for using Jazz Smart Classroom's Online Quiz should be developed effectively because it built the path before passing through it. Budget, resources, use of space and time are the key elements while developing framework (Schaffhauser, 2018). According to a report by Michael & Susan Dell Foundation majority of the teachers reported that they and their students face many problems with blended learning. These issues are like technical issues, connectivity issues, software problems and insufficient bandwidth for running these programs. Many coordinators and teams of blended learning sites provide help to administration and teachers (Wei, 2014). According to John F. Pane (2013) if any institution adopted any new Jazz Smart Classroom's Online Quiz positive results will not emerge out immediately. Teachers and decision makers must be prepared to spend appropriate time and money to get the better results. It is difficult for educators to know that blended learning has positive impact on the achievement of student (Davis, 2015). According to Grieve the goals of school and course should be identified at the time of creating or collecting content. There should be a strong collaboration between students, teacher, and parents (Grieve, 2018). Innovative Educator Prizes (IEP) 2018, will be offered to educators for developing the innovative program for boosting the engagement of students (Schaffhauser, 2018).

In research article by Schaffhauser (2018) a researcher Bini use video game in her calculus class. In this game main character rescue the planet by using calculus problem. Students took interest in game and have tendency to clear the levels of game before the next concepts. Students give 100% results, their attitude about math changes. They retain information and get deeply involved with concepts (Schaffhauser, 2018). Pierce (2017) in his research article tell that 75% of U.S schools have implemented some form of blended learning and about ten million students are benefitting from it. Teachers in this way know about the progress of their students well (Pierce, 2017). In research report Gemin (2018) tell that students of rural areas faces many challenges like high cost of transportation, lack of facilities like internet and computers, few teachers with very low pay, and availability of very few courses. Online and blended learning options help schools and students of rural areas. In research article the researcher Bolkan (2018) said that digital learning tools allow students to learn from anywhere in the world to boost the academic and career achievement of remote communities. Nowadays students learn themselves by using Jazz Smart Classroom's Online Quiz and use classroom to enhance their understanding. Students spend less time in listening lectures and spend more time in online or collaborative work.

The teachers in Pakistan avoid using Jazz Smart Classroom's Online Quiz due to lack of training. Teachers mostly focus on rote memorization of students for good results in exams. Students cram the topics to get good marks or to pass the exams without having understanding about topic. There had been dire need to blend Jazz Smart Classroom's Online Quiz with traditional method of teaching. Conceptual learning of students might be improved by using digital Jazz Smart Classroom's Online Quiz. This research was conducted to explore the effect of visual learning style on academic achievement at secondary level in schools of Islamabad.

#### Literature Review

Digital learning has become more popular. Teachers use social media or educational apps to help their students after school hours. Students ask questions about the content from teachers after the class from their home (Lynch, 2017). Today students do not memorize facts and dates. Now more emphasize is on higher order thinking. At higher order thinking level students create something new from their understanding. Students of almost all the classes are asked to solve the higher order thinking tasks. Today students learn the skills to become a critical thinker which is the demand of job market today. Digital learning has become a part of curriculum now. By using Jazz Smart Classroom's Online Quiz teacher spend more time in helping their students to understand the topic. The more emphasize of digital learning is on collaborative work. Students collaborate online with one another and work on different projects together (Lynch, 2017). Data collected through test enables objective analysis of hypotheses under study. The results of research findings showed that the improvement of performance of female students is more than male students. While there is no clear impact of ICT applications on student's academic achievement. (Wael Sh. Basri, 2018). Research was conducted on 231 students of five different health colleges. Online survey was conducted on the use of Jazz Smart Classroom's Online Quiz and its impact on the achievement in physiology course was observed. It is concluded in this study that the use of Jazz Smart Classroom's Online Quiz produces significant increase in academic achievement. Many students rely on Jazz Smart Classroom's Online Quiz to fulfil their academic needs. This study demonstrated that laptops and cell phones are most used devices which are about 50% and 42% respectively. PCs and tabs are most least used devices which are about 0.5% and 7% respectively (Al-Hariri & Al-Hattami, 2017).

Many applications like video-based programs, use of google and Wikipedia allow the learners to interact with other students through this virtual learning environment. They collaborate in groups by sharing text, videos, pictures, and links of web pages through internet. The confidence and knowledge skills of students can be improved through Jazz Smart Classroom's Online Quiz (Ragad M. Tawafak, 2018). The use Jazz Smart Classroom's Online Quiz in learning environment has transformed from labs with single computer to highly equipped labs with computers, projectors, internet connection and with the facility of communication Jazz Smart Classroom's Online Quiz. Purpose of integrating Jazz Smart Classroom's Online Quiz in learning process is to increase the quality of education (Ozerbas & Erdogan, 2016). Some students in class are less proficient they face many difficulties in using Jazz Smart Classroom's Online Quiz for learning because they are less motivated and less proficient. Blended learning approach must be tailored to suit the cognitive level of students and different learning styles (Yusoff, Yusoff, & Hidayah, 2017).

Many sorts of remedies were tried by school administration and officials for promoting student's engagement in class and for the success of students one of the best remedies is the implementation of Jazz Smart Classroom's Online Quiz in curricula (Harris & Al-Bataineh, 2016). During the last two decades the government of Saudi Arabia, university management and researchers have invested millions of dollars for the adoption of Jazz Smart Classroom's Online Quiz in their educational system. Many universities of Saudi Arabia have fully adopted

Jazz Smart Classroom's Online Quiz in their educational setup. Adoption of learning and management system has facilitated the process of education to great extent. All universities of Saudi Arabia have put restriction on boys and girls to study together. Girls students are restricted to attend seminars and workshops. With the use of Jazz Smart Classroom's Online Quiz there is no such restriction. The use of Jazz Smart Classroom's Online Quiz is higher in girls than boy students (Basri, Alandejani, & M.Almadani, 2018). The learning in math and science at primary and secondary age learners can be improved when digital tools and equipment are effectively used. Numeric skills and basic literacy skills of primary students can be improved by using digital technologies. Digitals tools built collaborative skills, interactive skills leadership skills and critical thinking of secondary age learners. These tools support the students in learning and provide help to employer.

In the process of learning meaningful intrinsic feedback is very important. Digital learning provides better opportunities for feedback related to the achievement of goals. There are many ways of using Jazz Smart Classroom's Online Quiz. Creative teachers use tools and apps according to their needs (Kenny Williams, 2018). According to Blubaugh (2016), future English teachers should be versatile. They are aware about the use of Jazz Smart Classroom's Online Quiz and issues related to it. In many math classrooms Jazz Smart Classroom's Online Quiz become the prominent feature. Computers or Jazz Smart Classroom's Online Quiz is not effectively used for instructional purposes. For the use of Jazz Smart Classroom's Online Quiz in 21st century preservice teachers should be prepared to use different tools like graphing calculator. Learning about the use of Jazz Smart Classroom's Online Quiz how and where to use Jazz Smart Classroom's Online Quiz properly and according to the need of math classroom. Misuse of Jazz Smart Classroom's Online Quiz should be discouraged (Blubaugh, 2016). Roehrig (2016) reported in his research article that teaching science is a complex and dynamic profession. Continuous effort is required for science teachers to grow professionally and to become a better science teacher. Science teachers can utilize different Jazz Smart Classroom's Online Quiz tools in their inquiry-based science classrooms. By using such tools problem solving skills and thinking skills of students can improved and students work as scientist (Roehrig, 2016). Reiten (2016) in his research created a multi representation environment which contains the content in visual form of different dynamic objects of English and along with numerical and text information. Numerical and visual information are simultaneously linked to make patterns clear for students. Tutorial, gaming, and simulation environment was used in this research. In tutorial environment text and numerical information is processed in the form of tutorials. In gaming environment user play a game with object to reach his destination. In simulation environment images of dynamic mathematical objects, texts and numeric are embedded (Reiten, 2016).

## **Objectives of the Research**

This research study was conducted to achieve following objectives:

- i. To find out the effect of Jazz Smart Classroom's Online Quiz on academic achievement at Secondary Level in Knowledge gain.
- ii. To find out the effect of Jazz Smart Classroom's Online Quiz on academic achievement at Secondary Level in Comprehension skills.
- iii. To find out the effect of Jazz Smart Classroom's Online Quiz on academic achievement at Secondary Level in Application skills.

## **Research Hypotheses**

The research hypotheses of the study are given below:

<sup>1</sup>H<sub>0</sub>: There is no significant difference on academic achievement at secondary level in knowledge.

<sup>2</sup>H<sub>0</sub>: There is no significant difference on academic achievement at secondary level in comprehension.

<sup>3</sup>H<sub>0</sub>: There is no significant difference on academic achievement at secondary level in application.

# Methodology

Quasi-Experimental research design i.e., "pre-test post-test nonequivalent control group design" was used to conduct this study.

**Sampling/Sample:** "Convenience Sampling" had been adopted to select sample for this study. It comprised of two sections of class 10 in Islamabad Model School Pakistan.

**Instrument:** The data of this study was collected from achievement test scores by administering same test as Pre-test and Post-test. The reliability, as calculated by reliability analysis through pilot test data, was 0.86 and the test was validated by the subject specialists. Split half method was used and Kuder-Richardson formulae were used to calculate reliability co-efficient. It comprised objective type items. They were related to knowledge, comprehension and application skills. The pre and posttest was same. It was piloted. Necessary amendments were made and it was administered as pretest and after the intervention, the same test was used as posttest.

# **Findings**

The independent sample t-test was executed for analysis of data through SPSS software. The data were analyzed in the table ahead:

Table 1

Overall Comparison of Gain Scores of Academic Achievement from Pre-test to Post-test of Control and Experimental Groups

Group	Variables	Mean	S.D	Mean	S. D.	Gain Scores	t-value	df	Sig.
		(Pre-Test)	(Pre- Test)	(Post-test)	(post- test)	Scores			(2-tailed)
Control (N=30)	Knowledge	3.47	1.502	4.17	1.315	0.700	2.173	29	0.038
	Comprehension	3.63	1.497	4.23	1.870	0.800	2.147	29	0.040
	Application	3.27	2.348	4.50	3.462	1.233	2.603	29	0.014
Total		10.37	3.737	13.10	4.957	2.733	3.438	29	0.002

Experi mental	Knowledge	3.57	1.478	6.30	1.557	2.733	6.675	29	0.000
(N=30)									
	Comprehension	1.87	1.479	6.73	1.856	4.867	12.333	29	0.000
	Application	4.90	3.209	9.63	3.873	4.733	4.987	29	0.000
Total		10.33	3.889	22.67	5.701	12.333	9.341	29	0.000

Table 1 shows comparison of mean scores, standard deviation and gain scores of experimental group and controlled group. The results of the table show that controlled group improved significantly in knowledge, comprehension, and application. In the comparison of both groups experimental group showed more significant improvement. The effect size and gain score of experimental groups is high than that of controlled group.

## **Discussion**

Results of both groups revealed that the scores of students which were taught by using Jazz Smart Classroom's Online Quiz were significantly higher than the post-test results of the students which were taught without Jazz Smart Classroom's Online Quiz. Use of Jazz Smart Classroom's Online Quiz in classroom had positive result on academic achievement of students in English. Students can learn in an innovative and interactive way more effectively in Jazz Smart Classroom's Online Quiz implemented class.

### **Conclusion**

It was concluded from the analysis of the data that the performance of experimental group remained better on achievement based test items than control group. So the null hypotheses were discarded. The data analysis revealed that the performance of experimental group remained better than control group on knowledge, comprehension and application based test items. So the null hypothesis  $H_0 4$  was discarded.

Schools in Pakistan remain closed during coronavirus crisis and students remain home for extended period. Government should take measures to build simple Jazz Smart Classroom's Online Quiz which students from low-income household and low-resourced schools can easily use to continue learning during this period and to take action to provide availably of data for educational purpose. Current online educational system is not enough to improve academic achievement of students. It is recommended that online Jazz Smart Classroom's Online Quiz should be improved, for example, mobile phone or offline videos should be introduced. Such offline apps should be used that facilitate students without the use of internet. It is advised that online education support students by providing additional opportunities of learning. Online learning increase enhance motivation level of students, flourish students thinking abilities, support student's problem-solving skills, and enhance student's creativity.

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