

以桌遊《妙語說書人》提升國小高年級學生寫作動機之探究

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摘要

本研究旨在探究運用時下興盛的桌上型遊戲《妙語說書人》來設計國小高年級寫作教學課程，藉以提升學生之寫作興趣的可能性。為達此研究的目的，以行動研究法進行，以研究者任教教學場域的六位國小高年級學生為研究對象，進行為期一個月的課程，蒐集研究資料。透過與學生的個別訪談，以及審核寫作成果，主要的發現為融以桌上型遊戲確實可以提升學生的寫作興趣，並且藉由遊戲牌卡畫面的輔助，連帶輔助學生的寫作思維，激發更多融入文句中的創意。

關鍵字：寫作教學、寫作動機、桌遊、妙語說書人

The research of exploring whether Dixit can enhance the upper grades of elementary school students' motivation of writing

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Abstract

This research purposes exploring the possibility of using the popular tabletop game *Dixit* to design a writing course of the upper grades of elementary school to enhance students' interest in writing. In order to achieve this research purpose, the research was carried out with action research method. That is to say, six upper grades of elementary school students in the researcher's class were studied for a one-month course to collect research materials. Through individual interviews with students and reviewing the writing results, the main finding is that the integration of tabletop games can enhance students' writing interest indeed, and the assistance of the game card screen can help improving students' thinking of writing and stimulating them to come up with more ideas to merge into the sentence.

Key words: writing course, writing interest, tabletop games, Dixit