## **Exploring Philippine Traditional Games as Motivational Activities for Learning Science in the K-12 Curriculum**

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## ABSTRACT

**Purpose** –This study aimed to explore the possibility of tapping traditional games as motivational activities that can aid in the teaching of the sciences in the K-12 curriculum and eventually will help learners increase their interest as well as performance in science.

**Method** - This study is a qualitative research that aims to gather an in-depth understanding of science ideas, concepts and practices in Philippine traditional games. The purposively selected respondents of this study were comprised of the top 1 pupils and students from Grades 3 to Grade 10 from various schools. The respondents were invited every weekend to play one traditional game, and to observe their classmates and friends play during free time. These students were interviewed using the conversation analysis method wherein the Hiligaynon dialect was translated into English. This was tape recorded and responses related to science were extracted and triangulated and then were themed into four major science topics such as Earth Science, Biology, Chemistry and Physics.

**Findings** – The study found that scientific ideas and concepts were embedded in the Philippine traditional games and can be used as instructional materials in teaching and learning science in K - 12 Basic Education Program of the Department of Education. With the inclusion of these traditional games, learners will become more interested in learning science.

**Significance** – An instructional material using traditional games was formulated to be used in teaching science curriculum in basic education program. This is to help below average learners understand and appreciate science learning.

**Keywords:** Traditional games, Science concepts, Motivational activity, Science standards, K-12 Curriculum