



The Impact of Kahoot! And Quizizz to Teach English Tenses for Flyers

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ABSTRACT: Mastering English tenses is crucial for A2 Flyers students, enabling them to expand their language proficiency and excel in English examinations such as the Cambridge test. However, many schools and centers solely rely on traditional grammar-based teaching methods and paper exercises, resulting in student disinterest. To address this issue, educators must incorporate modern technological tools to cultivate students' enthusiasm for learning tenses. Kahoot! and Quizizz present promising opportunities for both teachers and students. This research aims to investigate the effectiveness of using Kahoot! and Quizizz in teaching English tenses to Flyers. Participants in the study are A2 level students at Phuong Nam Language Center. Quantitative data was gathered through pre-test and post-test assessments, while qualitative data was obtained through questionnaires and semi-structured interviews. The test scores indicated a significant improvement in students' academic performance, with the mean score increasing from 4.50 in the pre-test to 7.55 in the post-test, indicating notable progress. Moreover, the results highlighted the students' heightened engagement during the teaching and learning process, particularly with the use of Kahoot! and Quizizz. Consequently, these quiz applications proved to be beneficial tools for teaching English tenses to Flyers.

KEYWORDS: impact, Kahoot, Quizizz, English tenses, Phuong Nam Language Center.

INTRODUCTION

The pursuit of English studies among Vietnamese students is driven by various factors, primarily stemming from its mandatory inclusion in the national curriculum from primary to high school levels. This mandatory status underscores the indispensability of English proficiency for students in Vietnam. Furthermore, proficiency in English unlocks a multitude of opportunities, especially in terms of future career prospects. Mastery of the language facilitates access to top-tier global universities, paving the way for lucrative positions in multinational corporations post-graduation. Additionally, adept English speakers can seamlessly engage with English-language content, such as videos and written materials, and broaden their horizons through international travel. Thus, mastering English holds paramount importance for students.

However, mastering English presents a formidable challenge for students as it is a foreign language requiring the acquisition of a diverse set of skills. Educators consistently grapple with two fundamental elements when teaching English: skills and components. These encompass the four language skills of listening, speaking, reading, and writing, alongside language components like vocabulary, grammar, and pronunciation or spelling. Vietnamese students often opt to study English in language centers across the country to improve their skills and prepare for international English examinations like Starters, Movers, Flyers, or IELTS. These examinations, such as Flyers, serve as gateways to prestigious secondary schools, motivating students to pursue additional English studies beyond regular school hours.

In this context, Phuong Nam Language Center, located in Binh Tan District, Ho Chi Minh City, has been chosen to develop an effective method for teaching English tenses. This method utilizes two online quiz applications, Kahoot! and Quizizz, to engage students in interactive learning activities. By incorporating these applications into the classroom environment, students are provided with opportunities to reinforce their understanding of tenses rules and apply them in English comprehension. Grammar, being a crucial component of language learning, is particularly emphasized in this method, as it forms the foundation for effective communication in English. Besides, the following questions were offered to meet the study's goals:

1. What contents and tools are included in teaching tenses for Flyers students in English classroom and programs today?
2. What types of questions do Kahoot! and Quizizz provide to support learning grammar, specifically learning tenses?
3. What are the perspectives of teachers and students towards Kahoot! and Quizizz in teaching and learning tenses?
4. What are the impact of Kahoot! and Quizizz in teaching tenses for Flyers?



The rationale behind employing Kahoot! and Quizizz lies in their ability to transform traditional grammar teaching into a more meaningful and enjoyable learning experience. These applications leverage technological advancements to create a dynamic and engaging learning environment, catering to the preferences of modern students. Moreover, research indicates positive outcomes associated with the use of these applications in language learning, further substantiating their effectiveness.

Despite the growing popularity of English language centers and the increasing reliance on technological tools for language instruction, there remains a gap in research concerning the specific impact of Kahoot! and Quizizz on teaching English tenses, especially for Flyers levels in language centers in Ho Chi Minh City. Therefore, this study aims to address this gap by examining the contents, tools, types of questions, perspectives of teachers and students, and overall impact of Kahoot! and Quizizz in teaching tenses for Flyers students. Through a mixed-methods approach involving questionnaires, interviews, and data analysis from pre-test and post-test, this study seeks to provide valuable insights for enhancing English language education in Vietnam, particularly at language centers like Phuong Nam Language Center.

LITERATURE

Teaching English tenses for Flyers

Definition of Kahoot!

Kahoot! is an interactive educational platform that fosters collaboration between teachers and students through quizzes, surveys, and debates. It utilizes gamification techniques to enhance learning experiences, allowing users to create custom quizzes or access a library of pre-made ones. Participants join Kahoot! sessions using unique game PINs, answering questions on their devices while scores are awarded for correct responses. This real-time feedback and leader-board feature injects an element of competition into the learning process, making it engaging for learners. Instructors can easily design interactive activities tailored to their curriculum, incorporating multimedia elements like images and videos to enhance engagement. Additionally, Kahoot! promotes collaborative learning by enabling group participation and facilitating asynchronous activities for distance learning or homework assignments.

Definition of Quizizz

Quizizz, on the other hand, is an online learning platform designed for interactive quizzes. It offers a wide range of question formats and a vast library of pre-made quizzes on various topics. Teachers can create personalized quizzes using different question types such as multiple-choice, fill in the blank, and true or false. Learners can access quizzes individually or in groups, receiving immediate feedback on their answers. Quizizz employs gamification elements like virtual currency, power-ups, and leader-boards to motivate students and enhance their participation. Moreover, Quizizz AI provides teachers with personalized teaching assistance, allowing for quick quiz generation and customization. The platform supports various game modes, including live sessions and self-paced assignments, catering to different learning preferences and schedules. Detailed insights into student performance enable educators to track progress and identify areas for improvement.

Flyers

Flyers, part of the Cambridge English Young Learners (YLE) program, is a language proficiency test for young students aged 7 to 12. It assesses candidates' listening, speaking, reading, and writing skills, focusing on practical language use for everyday communication. The test includes questions on various tenses, such as present simple, present continuous, past simple, and future simple, reflecting learners' proficiency in English grammar. Flyers aims to evaluate overall language proficiency across different contexts, helping students strengthen their language skills and prepare for further English education. Additionally, Flyers aligns with the Common European Framework of Reference for Languages (CEFR), providing a standardized measure of language proficiency and facilitating comparison across different language qualifications.

Grammar and grammar learning process

Grammar, as the structural framework of language, governs the arrangement and organization of words, phrases, and sentences. It provides the necessary structure for effective communication, enabling individuals to convey ideas accurately. The process of learning grammar involves understanding these structural principles and applying them appropriately in both spoken and written communication. Exposure to the target language through reading, listening, and interaction with native speakers aids in memorizing grammatical patterns. Additionally, studying grammar principles through educational materials and classroom instruction provides learners with explicit knowledge of language rules, including speech patterns, verb tenses, and sentence structure.



Tenses and tenses learning process

Tense learning is an essential aspect of language acquisition, particularly evident in assessments like the Flyers test, which evaluates proficiency in various tenses such as present simple, present continuous, past simple, and future simple. Each tense serves a specific purpose in conveying actions or events in different time frames. Effective tense learning involves contextualizing each tense within specific situations or time frames, providing learners with a clear understanding of when and why to use each tense. Practice exercises, interactive activities, and visual aids help reinforce the usage of each tense and enhance comprehension. Consistent review and integration of previously learned tenses into conversational practice promote practical application and communication skills development.

To facilitate effective tense learning, English teachers should adapt the learning process to suit the age group and individual learning styles of students. Providing a variety of exercises, engaging activities, and visual aids ensures a comprehensive understanding of tense usage. Moreover, encouraging students to use different tenses in conversations fosters practical application and language fluency. By incorporating these strategies into the teaching approach, educators can optimize the tense learning process and support students in achieving proficiency in English grammar and communication.

The aspect of Kahoot! and Quizizz

The similarities of Kahoot! and Quizizz

Kahoot! and Quizizz are two educational platforms that share several similarities, enhancing student engagement and learning. Both platforms offer interactive quizzes with various question types, such as multiple-choice and true/false, creating a versatile assessment tool. They utilize game-based learning strategies, incorporating competition and real-time feedback to motivate students and enhance learning. Accessibility, teacher controls, and the inclusion of multiple game modes further contribute to their effectiveness in the classroom. While they have distinct features and design philosophies, both platforms offer valuable opportunities for reinforcing tense concepts and grammar skills.

The differences as well as the strong and weak points of using Kahoot! and Quizizz in teaching tenses

Using Kahoot! and Quizizz for teaching tenses has strengths and weaknesses. Kahoot! excels in engagement and motivation, providing a dynamic interface and real-time feedback during quizzes. However, its intense and competitive nature may not suit all students, and the platform primarily supports multiple-choice questions. On the other hand, Quizizz offers self-paced learning, varied question types, multimedia integration, and detailed analytics. While it may lack the intensity of Kahoot!, Quizizz provides flexibility and customization options for a tailored learning experience.

In English language learning, both Kahoot! and Quizizz play significant roles in teaching grammar and tenses. They offer collaborative, adaptable, and engaging methods for instruction, fostering student involvement and motivation. Teachers can leverage these platforms to create themed quizzes, integrate vocabulary, and provide immediate feedback. Additionally, the platforms support independent learning, distant learning contexts, and group activities, catering to diverse learning preferences. By strategically integrating Kahoot! and Quizizz into language instruction, educators can enhance grammar and tense training, promoting effective language learning in the digital age.

Previous studies

Several studies conducted in Vietnam and other countries have explored the use of Kahoot! and Quizizz in English language teaching. In Vietnam, researchers like Do Thu Hang (2023) and Pham Ngoc Thach & Duong Thi Diem (2022) have investigated the effectiveness of Quizizz and Kahoot! in improving vocabulary learning among pre-intermediate and first-year English major students, respectively. Additionally, Nguyen Thi Huong (2022) studied the impact of Quizizz on motivation and engagement during online learning, particularly amid the Covid-19 pandemic. Overseas studies, such as those by Prawira (2020) and Yudi (2019), have focused on the use of Kahoot! and Quizizz in teaching grammar and assessing student perceptions. While these studies provide valuable insights, they often overlook certain aspects or fail to compare these platforms comprehensively.

For instance, Vietnamese studies primarily focus on vocabulary enhancement or online instruction, neglecting exploration into other aspects like grammar. Overseas research has delved into specific areas such as teaching grammar or determining student preferences, but they often lack comparison with other platforms or fail to address the complexities of implementing multiple strategies in the classroom. These studies highlight the need for further investigation into the use of Kahoot! and Quizizz in English language teaching, particularly in areas such as teaching tenses for exams like Flyers.

In response to the gaps identified in existing literature, the author undertakes this research to elucidate the impact of Kahoot! and



Quizizz in teaching tenses for Flyers. By addressing these gaps, the study aims to provide a comprehensive understanding of how these platforms can be effectively utilized in language instruction, particularly in the context of preparing students for English language exams like Flyers

RESEARCH METHODOLOGY

Research design and participants

The research employed a quasi-experimental design to investigate the impact of integrating Kahoot! and Quizizz platforms on students' acquisition of tense knowledge. Pre-tests and post-tests were conducted alongside quantitative data collection through questionnaires and qualitative methods such as interviews. By integrating both quantitative and qualitative approaches, the study aimed to comprehensively address research questions in line with Creswell and Clark's approach. Conducted at the Phuong Nam Language Center in Ho Chi Minh City, the study involved 168 students from 8 Flyers classes, divided into experimental and control groups. The experimental group, comprising 84 students, utilized online platforms during grammar lessons, while the control group received traditional instruction. Additionally, demographic data revealed a balanced gender distribution and an age range of 9 to 12 years old among participants. This mixed-methods approach allowed for deeper insights, efficient articulation of research methodology, and applicability of findings for generalization.

Research instruments

The study utilized pre-tests and post-tests, resembling the format of Flyers exams, along with a questionnaire and semi-structured interviews to assess the effectiveness of Kahoot! and Quizizz in enhancing tense learning. Pre-test and post-tests, comprising 44 questions each sourced from the Cambridge English website, maintained equivalent difficulty levels and were administered for both experimental and control groups. The questionnaire, consisting of six questions, employed closed-ended questions and a Likert scale to gather students' perspectives, translated into Vietnamese for clarity. Semi-structured interviews with five students and five teachers explored various aspects, including the significance of mastering tenses, benefits, and challenges of using Kahoot! and Quizizz. Overall, this comprehensive approach provided detailed insights into the perceptions and experiences of both students and teachers regarding the effectiveness of Kahoot! and Quizizz in tense learning.

The study at Phuong Nam Language Center employed various data collection methods to investigate students' perceptions of Kahoot! and Quizizz. Firstly, a questionnaire adapted from previous research was used, comprising 10 Likert-scale statements translated into Vietnamese for clarity. Its reliability was confirmed through analysis of responses from a sample of 5 students, yielding a high Cronbach's Alpha coefficient of 0.859. SPSS (20.0) software facilitated data analysis. Additionally, interviews were conducted with five Flyers-level teachers, focusing on their views and implementation of the two platforms in tense learning environments. Consent was obtained for recording, and questions were refined based on a pilot interview. Furthermore, both control and experimental groups completed pre-tests and post-tests, each lasting 40 minutes with 44 questions, to ensure parity and assess learning outcomes. Rigorous monitoring throughout both phases ensured the collection of reliable data for analysis.

Data collection and analysis procedure

The data collection and analysis procedures comprised a pilot test to assess experiment reliability, followed by pre-tests and post-tests for both control and experimental groups, alongside semi-structured interviews with the experimental group. A questionnaire was administered to assess student attitudes, refined based on pilot feedback. Test results were analyzed using SPSS (20.0), employing descriptive statistics and the Pair Samples Test for the experiment. Questionnaire data underwent descriptive analysis and reliability assessment through Cronbach's alpha. Semi-structured interviews were transcribed, organized, and coded for content analysis. Overall, these methods provided comprehensive insights into students' attitudes and learning outcomes concerning Kahoot! and Quizizz.

The study reliability and validity

The study ensured reliability and validity through various measures. Pilot tests were conducted to validate both tests and interviews, with adjustments made based on feedback and input from supervisors and colleagues. Cronbach's Alpha coefficients were calculated for pre-tests, post-tests, and questionnaire responses, all exceeding the 0.7 threshold for reliability. The rigorous verification process of content and information further ensured research reliability. Overall, these steps confirmed the reliability and validity of the study's instruments and findings, aligning with established criteria outlined by Khosla (2021), Bordens and Abbott (2014), Johnson

and Christensen (2012), and the internal assessment based on Cronbach’s Alpha values displayed in the tables.

Table 1. Cronbach’s Alpha of the pre-test and post-test

Instruments	Cronbach’s Alpha	Number of items
Pre-test	0.746	84
Post-test	0.785	84

RESULTS AND DISCUSSIONS

Results

The types of Kahoot! and Quizizz questions that teachers apply

This section outlines common question types used in verb tense instruction, with teachers frequently employing Quizizz and Kahoot! to address students' challenges in tense mastery. These platforms feature various question formats including multiple-choice, true/false, fill-in-the-blank, matching, sorting, polls/surveys, and open-ended queries. Teachers noted the effectiveness of these formats in enhancing student engagement and comprehension of tense concepts. Statements from teachers highlighted the use of multiple-choice and true/false questions in Kahoot! and Quizizz. The subsequent questionnaire responses from 84 students revealed preferences for true/false, multiple-choice, and open-ended questions, aligning with teacher observations. Analysis of questionnaire data indicated heightened student enthusiasm for multiple-choice, true/false, and open-ended questions, while filling in the blank and polls/surveys garnered lower preference. Sorting and matching questions received moderate student interest.

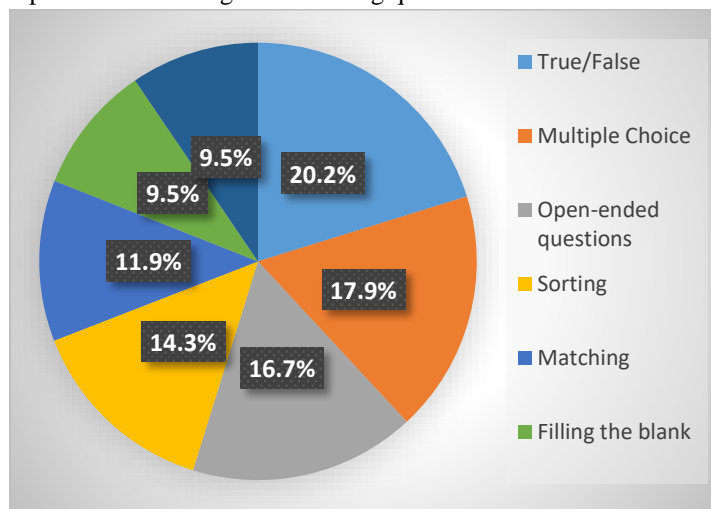


Figure 1. The types of Kahoot! and Quizizz questions Students think helpful the most

The student and teacher perspectives on the use of Kahoot! and Quizizz

This segment provides insights into both student and teacher perspectives on the use of Kahoot! and Quizizz for English tense acquisition. Interviews with five students from the experimental group and five English teachers highlighted the positive impact of these platforms. Students expressed enthusiasm for Kahoot! and Quizizz, citing increased engagement, confidence, and comprehension of tense concepts. Teachers acknowledged the platforms' effectiveness in reinforcing tense learning through interactive activities, though some raised concerns about technical issues and student participation. Students reported improved performance and enjoyment in tense-related tasks, while teachers emphasized the need for comprehensive training, collaborative quiz creation, and varied question types to optimize learning outcomes. Strategies such as changing student mindsets, providing fun exercises, and effective classroom management were proposed to enhance teaching effectiveness with Kahoot! and Quizizz.

The impact of using Kahoot! and Quizizz in teaching English tenses for Flyers

This section evaluates the impact of Kahoot! and Quizizz on English tense acquisition for Flyers at Phuong Nam Center. Initially, pre-test scores were compared between the control and experimental groups, indicating similar levels of understanding in reading



and writing skills related to tenses. Following the treatment with Kahoot! and Quizizz, post-test scores revealed significant improvement in both groups, with the experimental group showing greater advancement. Descriptive statistics and paired-sample tests confirmed substantial enhancements within each group, with the experimental group displaying a more pronounced increase. The comparison of mean differences post-treatment highlighted the superior performance of the experimental group, emphasizing the efficacy of Kahoot! and Quizizz in enhancing tense learning compared to traditional methods. The chart depicting pre-test and post-test scores further illustrates the substantial improvement observed in both groups, particularly in the experimental group, corroborating the positive impact of Kahoot! and Quizizz on participants' performance.

Table 2. Descriptive statistics of the control group students and the experimental group students' mean scores in the pre-test

Group	N	Min	Max	Mean	St.D
Control group	84	1.2	5.5	3.12	1.08
Experimental group	84	2.1	6.7	4.50	1.05

Table 3. Descriptive statistics of the control group students and the experimental group students' mean scores in the post-test

Group	N	Min	Max	Mean	St.D
Control group	84	3.4	8.6	6.38	1.12
Experimental group	84	4.1	10	7.55	1.10

Table 4. Descriptive statistics of the control group and experimental students and the experimental group students' mean scores before and after the treatment.

Group	Test	N	Min	Max	Mean	St.D
Control	Pre-test	84	1.2	5.5	3.12	1.08
	Post-test	84	3.4	8.6	6.38	1.12
Experimental	Pre-test	84	2.1	6.7	4.50	1.05
	Post-test	84	4.1	10	7.55	1.10

Table 5. Comparative results of the mean scores within each group in the pre-test and post-test

Pre-test and post-test	Paired Differences					t	df	Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	94% Confidence Interval of the difference				
				Lower	Upper			
Control group	3.26	.988	.1078	3.05	3.479	30.28	84	.000
Experimental group	3.06	.905	.099	2.86	3.253	30.96	84	.000

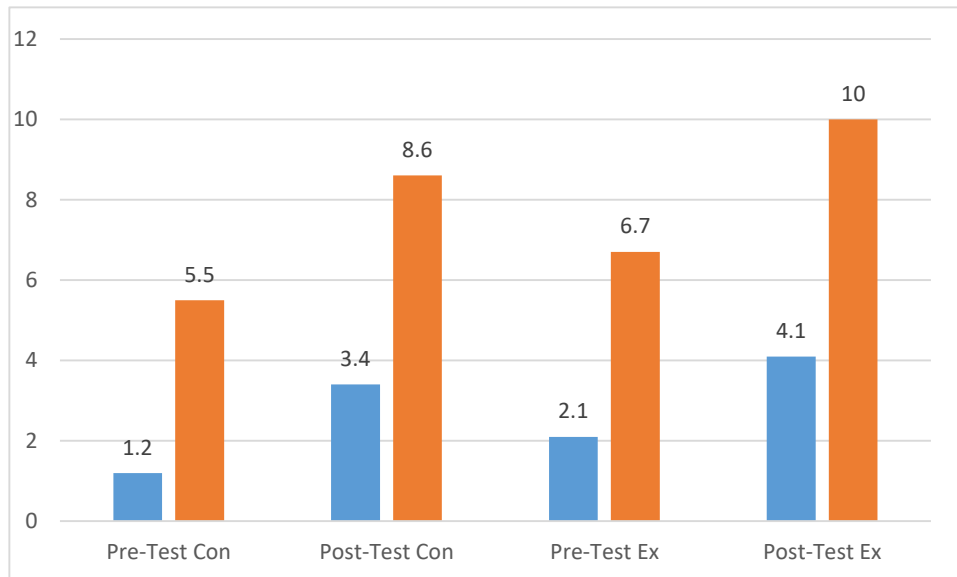


Figure 2. Pre-test and Post-test Scores of Control (Con) and Experimental (Ex) Group.

In general, there is clear evidence of significant score enhancement among participants subsequent to utilizing Kahoot and Quizizz applications.

DISCUSSIONS

This section evaluates the impact of Kahoot! and Quizizz on teaching tenses for Flyers, while also exploring the attitudes of both teachers and learners towards these online platforms in English tense instruction. Initially, the pre-test results revealed a significant challenge for both groups, with mean scores below 5.00 indicating a deficiency in tense understanding. Following treatment, which involved the experimental group utilizing Kahoot! and Quizizz, while the control group did not, significant improvements were observed in post-test scores, particularly in the experimental group. Despite challenges such as student distraction and internet connectivity issues during the treatment phase, teachers effectively intervened to mitigate these issues. Semi-structured interviews with learners confirmed the positive impact of Kahoot! and Quizizz on comprehension and engagement, while teachers also acknowledged the platforms' benefits in fostering student confidence and attentiveness. The study recommends a gradual progression in question complexity and sufficient practice time when integrating online applications into teaching. Additionally, the study underscores the importance of existing research in affirming the significance of exploring Kahoot! and Quizizz's efficacy in language education, aiming to enrich understanding and practices in language teaching.

CONCLUSIONS AND RECOMMENDATIONS

Summary of the main findings of the study

The study investigated the effectiveness of Kahoot! and Quizizz in enhancing tense instruction for Flyers, utilizing quantitative data from pre-tests, post-tests, questionnaires, and interviews. Teachers appreciated the various question types available in these platforms and offered practical suggestions for their integration, while both teachers and students expressed positive attitudes towards their usage. Results indicated significant improvement in students' understanding of tenses following exposure to Kahoot! and Quizizz, with better performance in post-tests compared to the control group. Students recognized the platforms' importance in their tense learning journey and believed they could aid in grammar comprehension, reading, and writing. Overall, the implementation of Kahoot! and Quizizz stimulated students' interest in tense learning and proved beneficial in educational settings.

The study implication

The study's findings in English language education emphasize the critical role of consistent practice with Kahoot! and Quizizz for students. It underscores the need for engagement in tackling challenging grammar structures and the importance of heeding teachers'



guidance on platform usage. Teachers are urged to dispel apprehensions about tenses, gradually escalating question difficulty, and integrating these platforms into reading and writing tasks for enhanced learning. Administratively, there's a call for training initiatives to optimize teaching quality and student outcomes, highlighting the significance of government and school support in promoting effective tense instruction within the educational system.

The study limitation

This study acknowledges several inherent limitations. Firstly, the relatively small sample size of 84 students may restrict the generalizability of findings, necessitating a larger sample for robust analysis. The study's duration of eight weeks might not fully capture the long-term impact of using Kahoot! and Quizizz. Additionally, focusing solely on Flyers students at Phuong Nam Language Center limits the external validity of the results beyond this specific context. Secondly, time constraints prevented thorough tailoring of Kahoot! and Quizizz implementation, potentially hindering effectiveness, especially for low-level students needing more intensive practice. Lastly, technical issues like device or internet connectivity problems could disrupt the learning process, given these platforms rely on stable internet connections and sufficient access to devices.

Recommendation for further studies

Moving forward, it is recommended that future studies address these limitations comprehensively. Researchers should consider conducting studies over longer durations with larger and more diverse participant pools from various English centers to enhance the generalizability of findings. Moreover, while this study focused solely on the impact of Kahoot! and Quizizz on teaching English tenses for Flyers, future research endeavors should explore the efficacy of these platforms in teaching other aspects of English, such as vocabulary, and across different proficiency levels, including Starters, Movers, KET, PET, and beyond. By expanding the scope of inquiry, a more comprehensive understanding of the potential benefits of Kahoot! and Quizizz in English language education can be achieved.

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Cite this Article: Nguyen Xuan Hong, Ph.D., Le Thi Thuan An (2024). The Impact of Kahoot! And Quizizz to Teach English Tenses for Flyers. International Journal of Current Science Research and Review, 7(4), 2016-2024