

## **ABSTRACT**

### **THE EFFECT OF MAPPED BOARD GAMES USAGE ON THE STUDENT SUCCESS AND RECALL IN THE TURKISH REPUBLIC REVOLUTION HISTORY AND KEMALISM LECTURE OF 8TH GRADE**

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In this study, it was focused on the impact of board games on students' academic achievement and retention levels in the education of Turkish Republic Revolution History and Kemalism of the 8th grade lesson. In addition, a learning environment in which students are responsible for their own learning outcomes had predetermined rules and these board games were thought to be an effective and entertaining material. With this study, students' high motivation levels during playing converted to the learning experiences. It was tested that board games were productive course materials. In class A constructivist approach and board games were used. In class B constructivist approach was only used. Groups were evaluated if there was a significant difference of success between classes. In addition, semi-constructivist interview forms for the experiment students were prepared in order to learn the students' thoughts about the board games and this was also interpreted by the content analysis technique at the end of the study. There was no statistically significant difference between the experimental and control groups pretest-posttest and post-permanence testing. However, according to the views of students, board games provided a fun learning environment and increased the interest in the course.

**KEYWORDS:** Revolution History, History Teaching, Educational/Mapped Board Games, Board Games.