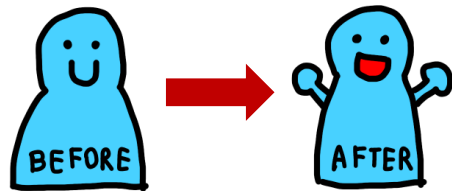


Active Learning Management Using Game-Based Learning With Board Games to Enhance Awareness of Financial Behavior for Upper Elementary Students

Research Objectives

1. to compare the financial behavior awareness of the experimental group before and after the implementation of board game-based active learning

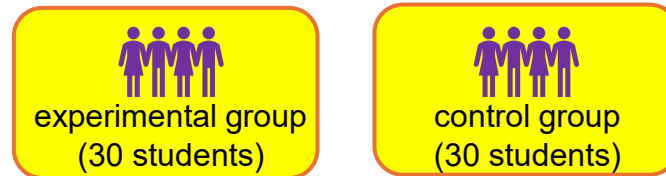


2. to compare the post-implementation awareness of financial behavior between the experimental group taught through board game-based active learning and the control group taught through conventional learning



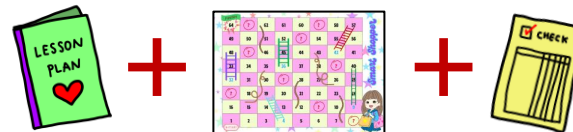
Methodology

The sample: fifth-grade students



The research instruments

1. active learning lesson plans using board games designed to enhance financial behavior awareness in upper elementary school students
2. board games
3. financial behavior awareness assessment tools

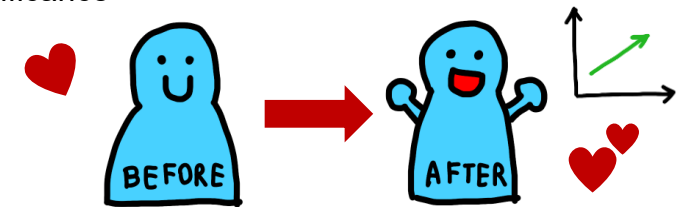


The quantitative data were analyzed using descriptive statistics (M and SD), paired samples t-test, and independent samples t-test.

The qualitative data were analyzed using thematic analysis.

Results

1. the implementation of board games-based active learning significantly increased students' financial behavior awareness at the .05 level of statistical significance



2. the experimental group demonstrated a higher level of financial behavior awareness than the control group at the .05 level of statistical significance. These findings were supported by the thematic analysis of the interview data

