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Abstract

This study aimed to determine the effectiveness of localized apparatus and computer interactive simulation in teaching projectile motion. It also intended to measure the interest of the students in using localized apparatus and computer interactive simulation. The respondents of this study were the Grade 9 students of Ali-is Integrated School during the school year 2019-2020. The researcher utilized the descriptive-correlational method of research and employed validated questionnaires that measured the performance of students and their attitudes toward physics lessons and experiments. The statistical tools used in this study included weighted mean, arithmetic mean, t-test for dependent and independent data, and spearman rho. The study revealed that there was an increase in students' performance after utilizing the localized apparatus and computer interactive simulation. It was also found that both groups of students had very high interest in both approaches and enjoyed the activities because of the utilization of localized apparatus and computer interactive simulation. Moreover, it was revealed that there was no significant relationship between the students' level of interest in localized apparatus and computer interactive simulation and their posttest performance. This means that their interest is not a determinant of their performance. In general, the localized apparatus and computer interactive simulation were found to be effective in improving the students' conceptual understanding of projectile motion, thus improving their performance.

Keywords:

Localized apparatus, computer interactive simulation, level of interest, projectile motion, performance of the students, extent of conceptual understanding

1.0Introductionfoundation upon which a lot of tech-
nological creations are built. Now-
adays, nations all over the world are

striving hard to improve and develop technologically and scientifically especially that the world is becoming scientific and almost all human transactions depend greatly on science (S.A Onasanya, 2011).

Since science is essential to people's daily living, many policy makers all over the world have tried their best to develop and revise the science education by modifying the curriculum based on perception and by developing a new curriculum that will influence and help teachers to shift from their traditional practices in the classrooms and make students learn far better in Science (Cuban, 2012). Many places worldwide face challenges in science education (ICSU, 2011). For example, report from American Management.

Association states that students in the United States and Philippines have low achievement levels in science and mathematics TIMMS-R as compared to those in other countries like Singapore, Taiwan, Hungary, and Japan who got the highest scoring students (Global Math and Science Education Trends, 2015). Indeed, Filipinos' poor achievement levels in science have been documented for several years.

To cope with these challenges in science education, reforms in education are constantly being made. The K-12 curriculum was implemented through Republic Act 10533 also known as the "Enhanced

Basic Education Act of 2013" (The Official Gazette, 2013). One of the key features of the K-12 Program is to strengthen Science and Math education which follows a spiral progression approach. The spiral progression approach is believed to strengthen retention and mastery of topics and skills since the lessons are revisited combined with increasing depth and complexity of learning in the succeeding grade levels with the aid of instructional materials especially in laboratory activities (Quijano and Technical Working Group on Curriculum, 2012). Sad to say, the inadequacy of laboratory facilities and science equipment has made learning science a burden. Instead of enjoying the concepts, students would find it boring and difficult because the topics are not relatable to them (Ramos- Samala, 2018).

The use of locally available materials is found to be one of the factors that can improve students' performance. This approach also allows the teachers to bring the lesson into reality with the use of inexpensive and locally available materials (Fakunle, 2010).

Teaching science, especially Physics, which is difficult to teach to students, is made simpler and clearer through the use of interactive simulation. Also, some experiments and activities which are hard for the students to understand in the classroom or in the laboratory

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posttest

can also be simplified with the help of this simulation (Bozkurt & Ilik, 2010). Through this way, Science concepts become fun and immersing for the students.

Knowing these facts, the researcher was motivated to conduct a study about localized materials and computer interactive simulation to be utilized for demonstrating the concept of projectile motion. In this undertaking, the researcher devised a localized apparatus and a computer-based interactive simulation and used them to teach projectile motion to Grade 9 students. The objectives of the study were: a) to find out if there is a significant difference between the pretest performance and posttest performance of the students after using the localized apparatus and computer interactive simulation; and b) to determine the relationship between the students' level of interest their and

performance. 2.0 Conceptual Framework

The study focuses on the construction and use of localized apparatus and computer interactive simulation in the teaching of projectile motion. This would aid learners in understanding the concepts that are usually taught in the classroom in a conventional way. The progression of the study is visually presented in Figure 1 through the Input-Process-Output diagram. It begins with the input which entails the discussion about projectile motion. Next is the process stage, which includes the conduct of the pretest, the use of localized apparatus and computer interactive simulation, and then the posttest. Lastly, the output of the study covers the students' posttest results and their interest in localized apparatus and interactive simulation.



Figure 1: Conceptual Framework of the Study.

3.0 Methods and Design

Research design. This study utilized a descriptive-correlational type of design. It is descriptive because (1) it describes the pretest performance of the students before using the localized apparatus and interactive simulation and the posttest performance of the students; and (2) it describes the students' level of interest in using the localized apparatus and interactive simulation. It is also correlational because the students' interest in using localized apparatus and interactive simulation is correlated with their posttest performance.

Research environment. The conduct of this study was done at Aliis Integrated School (AIS) in Ali-is, Bayawan City, Negros Oriental.

Research subjects. The subjects of this study were the 40 students enrolled in Grade 9 at Ali-is Integrated School for the School Year 2019-2020. The selection of the subjects was based on their 1st, 2nd and 3rd quarter grades. The upper group consisted of those students with the highest grades and who earned the ranks ranging from 1 to 20. The lower group consisted of students with the lowest grades and whose ranks ranged from 21 to 40. The students were divided into 8 groups, mixing the upper group and the lower group with 5 members per group. Each member was identified by the teacher

based on the ranking and their Science performance. It was to make sure that the level of comprehension for both groups was similar.

There were 4 groups who performed the activity in projectile motion using the localized apparatus, while the other 4 groups utilized interactive simulation. The teacher randomly assigned the students to either localized group or interactive simulation group by picking up the numbers 1 and 2 (1 for localized apparatus and 2 for Interactive simulation).

Research Instruments The researcher designed and constructed a localized apparatus that made use of locally available materials. The apparatus was used for the experiment meant to make students understand the concepts of projectile motion. Localized apparatusa. made from locally available materials and were constructed at Ali-is Integrated School (AIS). b. Interactive simulation- a software downloaded from Phet Colorado (phetcolorado.edu)

c. *Activity guides-* designed to guide learners and let them maximize the time in doing the activities. (refer to Joharaj A. Acabal 2019)

d. *Pretest and posttest questionnaire-* sets of questions

using a Table of Specification. (refer to Joharaj A. Acabal 2019) e. Ouestionnaires on students' interest- questionnaire to measure student's interest in using localized apparatus and interactive simulation (based on the developed work of Kimberly Yucor(2018))

Research

Procedure

Prior to the conduct of the study, a letter of request to conduct the study was sent to the Teacher-in-Charge of Ali-is Integrated School. After the letter was approved, the researcher presented the letter to the class adviser of the classroom where the study was conducted.

Prior to the conduct of the activity and the distribution of test questionnaires, the researcher explained to the students the purpose and importance of the research. Next, the researcher administered the pretest to the students using the pretest Data questionnaire. The researcher discussed a little about the introductory part of projectile motion concept before the respondents were asked to answer the items in the pretest.

Each group consisted of equal number of students coming from the upper group and lower group. The researcher then explained the procedures of the activity as well as the use of the localized apparatus and interactive simulation. The researcher let the students manipulate the apparatus and interactive during their pretest and posttest.

simulation with the support of the activity guide. One hour was allotted for the students to perform the activity. Within this given time, the students performed the activity as instructed in the activity guide and answered the questions that were included in the guide. A posttest questionnaire was then given for the students to answer. After the posttest, the questionnaires intended to measure the interest of the students in using the two approaches were distributed. The results of the test and activity sheets were gathered and were computed. The results from the test and activity sheets were then analyzed and interpreted.

The proficiency level or academic performance at which students the were performing was based on the following criteria (DepEd Order No. 8, s 2015)

Treatment *Percent*. This is used to show how a part is related to a whole. It was used in presenting the pretest performance of the students before using the localized and interactive simulation.

Weighted mean. This was used in getting the extent of students' interest in using localized apparatus and interactive simulation.

Mean. This was used to determine the performance of the students the extent of the students' interest in the use of localized apparatus and interactive simulation.

The t-test for dependent data. This was used to identify the significant difference between the pretest and the posttest performances of ria (DepEd Order No. 8, s 2015) the students. This tool was utilized since the data are in ratio scale.

The t-test for independent data. This was used to evaluate the sis, and interpretation of the data difference significant between the posttest the students. This tool was used since the data are in ratio scale.

Spearman rho. This was used to tual forms, analyzed, determine the relationship between terpreted to suit the problems the interest of the students in using localized apparatus and inter

It was also used to determine active simulation and their posttest performance. This tool was appropriate since one of the variables (interest) is in ordinal scale.

> The proficiency level or academic performance at which the students were performing was based on the following crite-

4.0 Results and Discussion

This part of the study deals with the presentation, analygathered. Questionnaires were performances of administered to 40 Grade 9 students of Ali-is Integrated School.

data The gathered are presented in tabular and texand inpresented earlier in this study.

Results

Rating	Verbal L	ocalized	Apparatus Group	Interac	Interactive Simulation Group		
	Description	F	%	F	%		
90% - 100%	Outstanding	0	0.00	0	0.00		
85% - 89%	Very Satisfactory	0	0.00	3	15.00		
80% - 84%	Satisfactory	3	15.00	4	20.00		
75% - 79%	Fairly Satisfactory	/ 5	25.00	4	20.00		
Below 75%	Did Not Meet Ex.	12	60.00	9	45.00		
Total		20	100.00	20	100.00		
Mean	75.25%	.25% (Fairly Satisfactory)			% (Fairly Satisfactory)		

 Table 1: Pretest Performance of the Students in the Concepts of Projectile Motion

Table 1 shows the pretest performance of the students before using localized apparatus and interactive simulation. As reflected by their average ratings, both groups are on the "fairly satisfactory" level, which means that students at this level possess the minimum knowledge and skills and core understanding of the concept of projectile motion although they still need help throughout the performance of authentic tasks.

Rating	Verbal <u>]</u> Description	Localized Apparatus Group F %		Interact F	ive Simulation Group %
000/ 1000/		10	50.00	10	(0.00
90% - 100%	Outstanding	10	50.00	12	60.00
85% - 89%	Very Satisfactory	/ 10	50.00	7	35.00
80% - 84%	Satisfactory	0	0.00	1	5.00
Total		20	100.00	20	100.00
Mean	92.00% (Outstanding)			92.8%	o (Outstanding)

LOCALIZED APPARATUS AND INTERACTIVE COMPUTER SIMULATION IN TEACHING PROJECTILE MOTION

Table 2: Posttest Performance of the Students in the Concepts of Projectile Motion

Table 2 shows the posttest performance of the students after using localized apparatus and interactive simulation. The data reflect that the localized apparatus group and interactive simulation group are on the outstanding level (92% and 92.80%, respectively). This clearly means that the students at this level exceed the core requirements in terms of knowledge, skills and understanding of the concept of projectile motion and that they only need little guidance from the teacher and/or some assistance from peers. It also means that the students can transfer these understanding through authentic performance tasks (DepEd Order No. 8, s 2015).

Table 3: Analysis Table on the Difference between the Pretest and Posttest Performances of the Students

Group	n	Pretest	Posttest	D	t-	p-	Decision/Remark
					value	value	
Localized Apparatus	20	75.25	92.00	16.75	18.86	0.000	Reject H ₀₁ /Significant
Interactive Simulation Level of Significa	20 ance = 0.0	78.00 5	92.80	14.80	15.62	0.000	Reject H ₀₁ /Significant

Table 3 indicates that there is a significant difference between the pretest and posttest performances of the students who are subjected to localized apparatus (p =0.000 < α = 0.05) in favor of their posttest performance. The data revealed that in terms of localized apparatus utilization in teaching projectile motion, a difference of 16.75% is apparent between the pretest and the posttest performances of the students. To evaluate the data statistically, t-test for dependent data is applied. This finding would allow rejection of the null hypothesis. This implies that the students' posttest performances are better than their pretest performances and this is attributed to the use of the localized apparatus.

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Group	n	Posttest	D	-t	-p	Decision	Remark
				value	value		
Localized Apparatus	20	92.00					
			0.80	0.44	0.661	Fail to reject H_{02}	Not Significant
Interactive Simulation	20	92.80					

 Table 4: Analysis Table on the Difference in the Posttest Performances of the Students

Levels of significance = 0.05

Table 4 presents the difference in the posttest performances of the two groups of students. The data indicate that the p-value (0.661) is greater than the level of significance (0.05). This finding will not warrant rejection of the null hypothesis. This means that there is no significant difference between the posttest performances of the students using localized apparatus and interactive simulation. This implies that the effectiveness of the two approaches is more or less the same. As shown in the posttest, the results obtained by the two groups are quite close.

Statements	Loca WX	lized . VD	<u>Apparatus</u> Level	Intera WX	active VD	<u>Simulation</u> Level
1. The use of localized apparatus and Interactive simulation in Science discussion is interesting.	4.90	SA	VH	4.80	SA	VH
2. The localized apparatus and interactive simulation help me focus on the discussion and in the concepts about projectile motion	4.80	SA	VH	4.80	SA	VH
3. The use localized apparatus/ interactive simulation makes me feel excited as to what I'm going to find out especially on the lesson about projectile.	4.80	SA	VH	4.20	А	Η
4. The activities made in the projectile motion made me realized that science would be more interesting with the use of localized apparatus and interactive simulation.	4.70	SA	VH	4.40	SA	VH

 Table 5: Level of Interest of the Students in Both Approaches in Teaching Projectile Motion

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$\begin{array}{c} 4.21 - 5.00 \\ 3.41 - 4.20 \\ 2.61 - 3.40 \end{array}$		Strongly Agree (SA) Agree (A) Moderately Agree (MA)			Very High Mode	Very High (VH) High (H) Moderate (M)		
Legend: Scale		Verbal Description			Attit	Attitude Interpretatio		
Composite		4.51	SA	VH	4.44	SA	VH	
12. The use localizative simulation about the nature of	zed apparatus/ inter- makes me feel curios f science.	4.05	А	Н	4.40	SA	VH	
9. The activities made me realize that Physics is not merely a set of formula that needs to be memorized.10. The activity encouraged me to use my skills in manipulating objects.11. I want to use this localized apparatus or interactive simulation in other concepts of Science.			А	Н	4.55	SA	VH	
			А	Н	4.35	SA	VH	
			SA	VH	4.40	А	Н	
8. I enjoyed sing t apparatus/ interact	he localized tive simulation.	4.35	SA	VH	4.20	А	Н	
7. The use localized apparatus/ inter- active simulation makes me listen attentively.			SA	VH	4.40	SA	VH	
6. The projectile motion is very fascinating to me because of the use of localized apparatus/interactive simulation.		4.70	SA	VH	4.30	SA	VH	
5. It made me real use of localized ar active simulation, would be a lot mo	ized that with the oparatus and inter- science concepts re fun.	4.70	SA	VH	4.30	SA	VH	

Table 5 shows the result of the students' level of interest in localized apparatus and interactive simulation. It is shown that the students' level of interest is very high for both localized apparatus and interactive simulation with weighted means of 4.51 and 4.56, respectively. These values indicate that the learning of projectile motion was made interesting because of the use of localized apparatus and interactive simulation.

Table 6

Variables	r _s	p- value	Decision	Remark
Localized Apparatus Level of Interest vs Posttest Performance	0.252	0.277	Fail to reject H ₀₃	Not Significant
Interactive Simulation Level of Interest vs Posttest Performance	0.403	0.078	Fail to reject H ₀₃	Not Significant

 Table 6. Relationship between the Level of Interest of the Students and Their Posttest Performance

Level of Significance = 0.05

Table 6 shows that there is no significant relationship between the students' level of interest in using localized apparatus and their posttest performance. This means that students' level of interest is not considered a determinant of their posttest performance since the p-value is greater than the level of significance (p=0.277 > $\alpha = 0.05$). This may be because the students' level of interest as shown in Table 5 is already very high and based on the raw data, their individual interests are categorized within very high and high interest. This implies that regardless of the level of the interest of the students, their performance is the same.

5.0 Discussion

The primary focus of the study was to determine the performance of the learners using localized apparatus and interactive simulation in teaching projectile motion at Ali-is Integrated School (AIS) for the School year 2019-2020. With this, the researcher would be able to reveal if there if there is a significant difference between the pretest performance and posttest performance of the students after using the localized apparatus and interactive simulation and be able to determine the relationship between the students' level of interest and their posttest performance.

The students possess the minimum knowledge and skills and core understanding of the concept of projectile motion, although they still need help throughout the performance of authentic tasks. They showed marked improvement in their posttest after the use of two interventions. This finding is supported by Olagunju (2000) and Nwike (2013), who disclosed that the students' performance showed a positive result after being subjected to an intervention activity.

Further, there is no significant difference in the posttest

performances of the students using localized apparatus and interactive simulation. This result is supported by David Kolb's experiential learning theory, which emphasizes that students' knowledge is created through the transfer of experiences. In the current study, when students actively participated and cooperated in the manipulation of activities using localized and interactive simulation, they gained new experience. The concrete experiences that they had helped them eliminate the misconceptions and negative perceptions of the concept of projectile motion, which led them to understand the concept better and improve their performances.

On the other hand, the level of interest of the students in using localized apparatus and interactive simulation is at the same level. The results have similarities to the studies of Sinco's (2018) and Potaye and Bayete's (2018), where students claimed that they find the improvised materials interesting and enjoyable, and computer-based activities do not only improve the knowledge and skills of the learners but also provide fun and enjoyment.

6.0 Conclusion

Learning of projectile motion was made interesting because of the use of localized apparatus and interactive simulation. After undergoing both intervention activities, students' grasp of the fundamentals of projectile motion improved, but using localized apparatus produced better results.

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