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I dedicate this work to:

My brothers,

My teachers,

My colleagues,

My father, my niece Samiha and the memory of my mother.
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Abstract

This dissertation discuss the effectiveness of using Disney’s characters as underlying metaphor, and a motivational aspect in the teaching of English as a second language for the second grade students of secondary schools. In this program computers are used as the medium for facilitating the intended learning.

The main research question that is asked by the researcher is: How does the use of Disney characters function in motivating learners while learning about adjectives?

The following sub-questions aided in the answering of the main question:

1. Was the learning package effective in teaching the set outcomes of this learning package to the secondary school students?
2. Did the Disney characters contribute towards motivating the learners to complete the program?
3. Did the Disney characters contribute towards the affective aspects of the learners while learning with the program?

The sample of this research is consisted of fifty students from Albuluk secondary School for Girls and Awad Ebrahim Secondary school for Girls in Omdurman in Elthawra area.

The data is collected by using four tools (observation, questionnaire, informal conversation, pre and post-test).

From the finding the most important conclusion that was reached is that the use of Disney’s characters would be more affective when added to intrinsic motivational aspects. Disney’s characters can’t stand alone. So it is recommended that “Use Disney’s characters as assistance to the intrinsic motivational aspects to increase learning and success”.

الخلاصة

هدفت هذه الدراسة إلى تدريس فعالية استعمال شخصيات عالم ديزني كدافع خارجي في الحزم التعليمية لتدريس الصفات في اللغة الإنجليزية لطلاب الصف الثاني للمرحلة الثانوية.

في هذه الحزم التعليمية تم استعمال الحاسوب كوسيلة لتسيهيل التعليم المستهدف.

السؤال الرئيسي الذي سألته الباحث هو:
كيف يساعد استعمال شخصيات عالم ديزني على زيادة دافعي الطلاب أثناء دراستهم للصفات الإنجليزية؟

ساعدت الأسئلة الفرعية التالية في الإجابة على السؤال الرئيسي:

١. هل كانت الحزمة التعليمية فعالة في تدريس أهدافها لطلاب المرحلة الثانوية.

٢. هل يساعد استعمال شخصيات عالم ديزني في دفع الطلاب لاكمال البرنامج حتى النهاية.

٣. هل يساعد استعمال شخصيات عالم ديزني على زيادة النواحي الإيجابية في الطلاب أثناء استعمالهم للبرنامج.

قام الباحث باختيار عينة مكونة من (100 طالبة) من طلاب مدرسة البلك الثانوية للبنات و عوض إبراهيم الثانوية للبنات في مدينة ام درمان منطقة الثورة.

استعمل الباحث أربعة وسائل جمع المعلومات في هذا البحث هي:
الملاحظة والاسئلة واللقاء و الامتحان الفبلي والبعدي.

أهم النتائج التي توصل إليها الباحث ما يلي:

شخصيات عالم ديزني لا يمكن أن تكون ناجحة وحدها . استعمال شخصيات عالم ديزني يكون أكثر فعالية عندما يتم استعمالها كمساعد للملومات الداخلية.