## PROMOTING HIGHER ORDER THINKING SKILLS (HOTS) OF EFL YOUNG LEARNERS THROUGH DIGITAL STORYTELLING

# A THESIS

Submitted in partial fulfillment of the requirements for master's degree in English Language Education



By

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### STATEMENT OF AUTHORIZATION

I hereby declare that this entitled **Promoting Higher-Order Thinking Skills (HOTs) of EFL Young Learners Through Digital Storytelling** is entirely my own work. It is plagiarism-free to the best of my knowledge and has been properly checked. As a result, I confirm that I am willing to accept any risks that may be placed on me if there is any eventual violation of educational research ethics in this study.

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### ABSTRACT

Currently, research on Higher Order Thinking Skills (HOTs) among EFL young learners is widely conducted along with the increasing awareness of the importance of promoting HOTs. However, the use of Digital Storytelling (DST) to promote HOTs among young EFL learners is still uncommon. As such, this research aims to determine how DST can be used to promote HOTs among EFL young learners and to discover instructor problems and solutions. Classroom Action Research (CAR) was used as the research design, with online classroom observation, interviews, and document analysis serving as the tools. These were examined using HOTs, DST, and EFL young learners' theory. The steps of this critically participatory action research approach were as follows: Planning, Acting, Observing, and Reflecting on sixth graders and one teacher as participants. The researcher and the teacher collaborated in the teaching process. Two cycles were performed in this investigation to obtain the desired outcome. The analysis of data proved that the implementation of DST promoted HOTs in both Critical and Creative thinking. There was an increase in the proportion of students capable of critical thinking, particularly in parse, evaluate, infer, shift perspective, and transfer. The students could uncover the veracity, make judgments, explain the implicit information, see the story from another point of view, and reflect on the story in their lives. Along with creative thinking, the percentage of students who could think creatively enhanced in the categories of imagine, interpret/synthesis, induce/theorize, reframe, and generate. The students could visualize the character, change the plot, create a prediction, predict the possible changes, and generate good relevant, and realistic ideas. Additionally, using DST has a favourable effect on students' engagement, their English, and a new strategy for online teaching called variations. However, the teacher and the researcher faced challenges in implementing this technique due to teaching instruments, technological issues, students' English competence, and the implementation processes. Additionally, this research had implications for some parties, including English language teachers, stakeholders, and future researchers. Also, this study identified specific areas for future research, including the use of the EFL young learners HOTs framework, implementing DST in the classroom, developing DST, the number of cycles conducted, and the number of existing participants.

# *Keywords: Digital Storytelling (DST), EFL Young Learner, Higher-Order Thinking Skills (HOTs)*

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