DEVELOPMENT AND VALIDATION OF THE METRIC PROPERTIES OF THE QUESTIONNAIRE ON THE USE OF SPEECH GAMES TO STIMULATE PRESCHOOL CHILDREN’ S SPEECH AND LANGUAGE DEVELOPMENT

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Abstract

The paper is based on the idea that speech and language development of preschool children represents a precondition for the overall child development as well as a significant determinant of successful schooling. The aim of the paper was to develop a questionnaire on the use of speech games to stimulate children’s speech and language development and to validate its metric properties. The questionnaire consisted of 39 statements divided into four subscales: Educators’ Competency to Use Speech Games in Kindergartens, Possibility for Using Speech Games in Kindergartens, Educators’ Professional Development and Kindergarten Equipment for the Use of Speech Games, and Speech Games Functioning as a Stimulator of Children’s Speech and Language Development. The sample comprised 100 educators employed in private and state preschool institutions in the area of Zenica-Doboj Canton and Sarajevo Canton.

The results of the research showed that the reliability of the measuring instrument has satisfactory parameters, since all corrected item-total correlations had values higher than 0.3. An exploratory analysis found that KMO indicates a high possibility of factorization of 0.85, and this was confirmed by Bartlett's test of sphericity, which showed that the correlation matrix is statistically significant. An exploratory factor analysis with included Promax rotation with Kappa 4 and given four factors gave interpretable results, with a total of 66.41% of variance explained by these four factors. All this was confirmed by a confirmatory analysis where
the modification indicators had values above 0.9, which indicates a well-matched model.

It was concluded that the Questionnaire on the Use of Speech Games to Stimulate Children's Speech and Language Development meets scientific research standards for research use.

**Keywords:** cartoons, digital media, screen media, video games, media content.