

Developing Students Vocabulary at Elementary School by Using Words Game

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Abstract

The objective of this research was to know whether by using words games can improve students' vocabulary skills. Researchers used a pre-experimental research design. The sample of this study was selected using totally sampling. The research instrument used pre-test and post-test. This research was conducted in the elementary School. Data from the results of this study indicate that there is a significant increase in the amount of treatment given. In the experimental class, students' vocabulary skills improve. In the experimental class there was a treatment given, using a Words game. The improvement can be proven by the mean post-test score of 80.00 and it can be concluded that the use of words games can improve students' vocabulary skills.

INTRODUCTION

English vocabulary at elementary school has a very important role in the success of communication, vocabulary students have, easier it is for students to understand the contents of other people's thoughts both verbally and in writing. of course in learning English there are many words that we do not know it means then by increasing vocabulary skills it will support the success of the English learning process.

Problem in learning and teaching English still exists at school. It is because English language is completely different from the Indonesian language in term of the system of the structure, pronunciation and vocabulary. For teachers, creating an effective and efficient English teaching is

not an easy job. Therefore, the English teacher must be able to organize the teaching learning activities. They have to present the materials by using a suitable teaching technique. A good teaching technique makes students understand and master the lesson well it is just the same with other lessons which need a suitable technique and methods, teaching language also needs a suitable techniques and methods.

In reality learning English especially to memorize vocabulary is boring for some students. Also based on the researcher's observation by elementary School students. All students were expected to be able to learn and master English as one of the competencies to enter this era of globalization. However, with the condition of the school that is far from the hustle and

bustle of the city, there are several obstacles including the lack of literature and teaching materials so that sometimes English is still a scourge for some students. The impact of the lack of adequate reading resources causes the students have difficulties in updating their vocabulary. Teaching and learning process runs slower. Even this condition is aggravated by the old archetype of learning English, students always view English as a ghost, difficult and boring. Therefore the innovation in the learning process is needed in order to help the students changing their views on English. One way that can be done is learning English by using games.

There are some games that can be used as learning media such as crossword puzzles, gesture games, picture stacking games and Words Ganegame. It is expected that by using word games it can create a more relaxed and comfortable learning environment so that the process of transferring knowledge can be easily achieved.

Words Game is a learning model that combines the ability to answer questions with flair in matching answers to answer boxes. It's like filling in a Cross Puzzle but the difference is that the answer is there but disguised by adding additional boxes with arbitrary or deceptive letters / numbers. This learning model is suitable for all subjects. Stay how the teacher can program selected questions that can stimulate students to think effectively. The purpose of deceptive letters / numbers is not to make it difficult for students but to practice rigorous and critical attitude. Words Game is one of the learning methods that teachers can use in achieving learning goals. This method is a teaching and learning activity by the way the teacher distributes activity sheets or worksheets as a tool to measure the level of student understanding of the subject matter that has been taught.

Based on the problems above, the researcher wants to conduct a study entitled

Improving the Students Vocabulary by Using Words Game. Even though with this method can improve accuracy, critical and effective thinking of students. This is expected to be increase students' interest in learning and understanding to be able to master vocabulary.

Discussion

Vocabulary learning is an important aspect in learning a foreign language. Students will improve a lot if they learn more words and expressions. As a linguist, Thornbury (2002: 13) says that vocabulary learning is very important, without very little grammar can be conveyed, without vocabulary nothing can be conveyed. Vocabulary is the flesh of a language while grammar is a framework. In order to use language productively, students must know a certain amount of vocabulary, not only to communicate verbally, but also in writing. This is in line with the concept of a communicative approach where students have a great opportunity to use language directly in class activities. This approach is useful in increasing student vocabulary. Through this approach, students can use language directly both in oral and written communication.

Questions related to vocabulary acquisition are what types of words need to be known and how many words he should know. The vocabulary students must know in advance is high frequency words. The use of words most often in communication both in class activities or outside the classroom. High frequency words call common service vocabulary. Furthermore, it must also know academic or sub-technical words, which are not in general terms, service vocabulary but often occur in various academic texts. Studying the vocabulary of a foreign language presents students by first making the correct connection when understanding language between the forms and meanings of words including distinguishing meanings

from closely related words. Second, when producing language, use the correct tenses for the intended meaning.

Vocabulary plays an important role in daily life, especially in communication. Likewise in the teaching and learning of non formal education. With adequate vocabulary mastery, this will facilitate students' understanding of the subject matter provided. Elihami, dkk. (2020:16) vocabulary is the Everest of language for this reason; a person who wants to be able to communicate in a certain language has to master the vocabulary of that language for the first time. Vocabulary is one of the language aspects have to be learned when people are learning the language.

The quality of a person's language skills depends greatly on the quantity and quality of his vocabulary skills. The richer or better the ability to master vocabulary, the more skilled the language.

Kinds of Vocabulary

The kinds of vocabularies according to Thornbury (2002: 3-12), explained that there are at least 6 types of vocabularies, including: Word Classes, this term may be better known in the fields of morphology and syntax, but in English, the term is certainly better known as the part of speech, namely noun, pronoun, verb, adjective, adverb, preposition, conjunction. Word Families, just like the term word classes, are also better known in the field of morphology and syntax, this type of vocabulary discusses the affixing or shifting. Word Formation, in English there are several types of formations or combined forms of words. Multi-Word Units, most types of vocabulary are in the form of phrasal verbs and idioms.

Concept of Teaching Vocabulary

Vocabulary is important in learning language because without vocabulary the learners cannot communicate to other people. The quality of students' language depends on to the extent of their vocabulary knowledge. According to Elihami, dkk (2019;10) teaching is a process hawing or helping someone to learn how to do learning, giving evaluation, guiding in the study of something, providing with knowledge, causing to know to understand. Brown offers some techniques for teaching vocabulary, among other are: to determine the goal of teaching, such as: to improve the reading vocabulary skills of ESL students, to teach ESL students word-building skills, to teach ESL students to guess word a meaning from context clues, to get students to make word building; that is derived from suffixes, prefixes, to definition clues, which comprises the parentheses and footnotes, and synonyms and antonyms, to inference clues; these clues have three types, such as example, summary, and experiences. Based on the explanation above, it can be said that the English teacher should be able to choose and use appropriate technique that is suitable to attract student's attention and encourage them to know the form and the meaning of the words simultaneously.

Concept of Learning Vocabulary

Learning is activity to gain knowledge or skill by studying. Learning is the process of gaining knowledge and expertise. It means that learning is treat or action that do by the students, to get new knowledge and skill. Learning as the transformative process of taking in information that when internalized and mixed with what we have experienced changes what we know and builds on what we do. It's based on input, process, and reflection. It is what changes us.⁸ It means that learning is an action or process from learners to get new knowledge from some

information and mixed with experience from tutor, teacher, or from another source.

Learning is a process that leads to change, which occurs as a result of experience and increases the potential of improve performance and future learning. It means that learning is process that guided us to the next level of study; it is caused as the result of impression and increases the skill that had to learn. Based on the theories above it can be concluded that learning is an activity, or process to get knowledge from any sources.

Learning also as a guide for learners to continue to the next steps, or levels. In learning English, students should be able to understand words being used because by understanding the vocabulary of the target language, it would be easier for them to get the idea of what they have learnt. Based on theories above, it can be concluded that learning vocabulary is extremely large. Nobody ever learns all the words in any language, but they can enlarge the number of words they have. With learning vocabulary the students can help in many ways at reading and writing ability will improve as they learn new words, and the more words they know the better their chance will be to do well on the vocabulary questions, in the school.

Problem in Learning Vocabulary

Vocabulary is important in learning English. Any language in this world including English has thousands of words. In many ways even many native speakers don't know the whole word because there is too much to learn. Even according to many sources that I have found there are approximately 800 words that you must know to use in English conversations. The list of vocabulary words is too long to be mentioned in this article but a good initial way is to read the vocabulary list and see how many words you already know. You might be surprised by yourself when you know the number of words you already

know or are accustomed to using, you can see the list of words in the world English club. Another problem faced in learning English vocabulary is that they learn a new vocabulary but they tend to forget what they have learned after learning it. Difficulties in teaching vocabulary Part of the problem in teaching vocabulary lies in how to choose the vocabulary to be taught (Harmer, 1996: 154). Recent research, however, shows that vocabulary teaching may be problematic because many teachers do not "believe in best practices in vocabulary teaching and sometimes do not know where to begin to emphasize teaching in word learning" (Berne & Blachowicz, 2008 : 315).

Words Game

Many things can be used as teaching media. Media that has pedagogical functions, games can also be made effective teaching media. This is in line with Davies who said that the game can be used as an effective medium to get involved students in the learning process because this game is able to actively motivate students. By using games as media learning, the learning material objectives to be achieved can be more easily delivered. The game can be a learning resource or learning media if the media aims to achieve educational goals in learning. To make it easier for students to understand the material it is necessary to have rules. Games according to the term means playing. The word game comes from playing words that show an activity that evokes feelings of happiness. Besides being able to cause feelings of pleasure, games can also be used as learning media. In line with the opinion of Piaget (in Conscience, 2010: 34) said that the game is an activity carried out repeatedly and creates a sense of pleasure for yourself, someone. This is reinforced by the opinion of Tedjasaputra (2001: 15) which states that the most important thing in game activity is pleasure. Games in the learning process must benefit students' self-development. This is in line with the opinion of Hidayat (1990: 45) which states that the game is an activity or

activity that has great benefits for self-formation.

Games are an absolute part of children's lives and games are an integral part of the process of forming a child's personality. Ismail 2000: 26) says that the game has two meanings. First, the game is a play activity that is purely looking for fun without looking for win or lose. Second, the game is interpreted as an activity carried out to seek pleasure and satisfaction, but is marked as winning and losing the search.

Kind of Words Game

The Words Game learning 1 is the development of enriched lecture methods. This can be identified through grouping enriched lecture methods that are oriented towards student activities in learning as mentioned. Words game is a learning model that combines the ability to answer questions with talent in matching answers to answer boxes. This is like filling out a Puzzle but the difference is that the answer is there but disguised by adding additional boxes with arbitrary or deceptive letters / numbers. This learning model is suitable for all subjects. Remain how teachers can program selected questions that can stimulate students to think effectively. The purpose of this deceptive letter / number is not to make it difficult for students but to practice hard and critical attitudes. Words Game is one of the many learning methods that teachers can use in achieving learning goals. This method is a teaching and learning activity by the way the teacher distributes an activity sheet or worksheet as a tool to measure the level of student understanding of the subject matter that has been taught.

The main instrument of this method is a sheet of activity or work in the form of questions or sentences that need to be found in the arrangement of random letters in the column provided.

Concept of Words Game

Word Game literally consists of two words; word and square. Word means the word while square is square. Become a wordsquare means a square shape that is full of words. Suyatno, (1994) Words Game is a number of words that are arranged in a square box so that the words can be read forward, backward, up, down and diagonally. How to make it similar to crossword, but in Words Game the answer is only disguised by adding an additional box with any letter as a trick. Words Game Learning Model is a learning model that combines the ability to answer questions with flair in matching answers to answer boxes. It's like filling in a Cross puzzle but the difference is that the answer is there but disguised by adding additional boxes with arbitrary or deceptive letters / numbers. This learning model is suitable for all subjects. Stay how the teacher can program selected questions that can stimulate students to think effectively. The purpose of deceptive letters / numbers is not to make it difficult for students but to practice rigorous and critical attitude.

The steps of the Words Game are as follows: The teacher delivers the material according to the competencies to be achieved, the teacher distributes the activity sheet according to the example, students answer the question then shading the letters in the box according to the answers vertically, horizontally or diagonally and Give points for each answer in the box. So that this method is expected to not only reach students in mastering vocabulary, but also can train critical attitude, thoroughness and carefulness of students.

Conclusion

Vocabulary is the most important part of language. Therefore, one of the competencies that will be achieved in learning English in elementary schools found problems about students' difficulties in memorizing vocabulary according to their writing, in memorizing vocabulary students

needed a long time to memorize the vocabulary taught. For that we need a learning process that trains accuracy but still pleases and motivates students to play an active role in the learning process. For this reason, innovation is needed in the learning process of examples by using games as learning media. With the game it will create a more relaxed and fun learning environment. There are various kinds of games that can be used as learning media, one of them is Words Gamegame. The application of the Words Game in learning is one way that can create the process, by using the word box students must be careful in looking for answers among other deceptive words.

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