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# The Effect Of Using Spelling Bee Games On Vocabulary Mastery 

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#### Abstract

Abstrak Permainan spelling bee digunakan untuk membantu siswa meningkatkan kosakata dan pengetahuan mereka tentang ejaan bahasa Inggris, pengucapan. Penelitian ini menggunakan penelitian kuantitatif dengan penelitian eksperimental terapan, untuk menguji dampak perlakuan terhadap suatu hasil, diperlukan untuk mengetahui efektivitas antara dua variabel dalam waktu yang bersamaan. Populasi penelitian ini pada siswa kelas VII SMPN 03 Kota Palopo tahun ajaran 2023/2024. Jumlah penduduk adalah 280 siswa. Terdapat 10 kelas yang terdiri dari 28 siswa dalam kelas tersebut. furethur peneliti memilih 2 kelas sebagai sampel, selanjutnya peneliti membagi menjadi dua kelompok 14 siswa untuk kelompok eksperimen dan 14 siswa untuk kelompok kontrol, kelas sampel adalah VII A terdiri dari 14 siswa, peneliti mengambil sampel dengan campuran. Instrumen penelitian ini adalah tes, jenis tes adalah tes kosakata, apakah tes terdiri dari pre-test dan post-test. Berdasarkan hasil uji T sampel independen pada data pra dan pasca yang dianalisis, diperoleh nilai signifikansi 0,000 , yang lebih besar dari tingkat signifikan (a) yang digunakan 0,05.karena untuk dapat mengatakan signifikansi itu harus $>0,05$. Oleh karena itu dapat disimpulkan bahwa terdapat perbedaan nilai pre test dan post test yang signifikan antara kelompok eksperimen dan kelompok kontrol. Permainan spelling bee berdampak pada pertumbuhan kosakata. Karena kosakata dapat digambarkan paling baik sebagai istilah yang dipelajari dalam bahasa, mengajar kosakata jelas memerlukan lebih dari sekadar memperkenalkan kata-kata baru.


Kata Kunci: Kosa Kata,Permainan Spelling Bee


#### Abstract

The spelling bee game is used to helping students improve their vocabulary and their knowledge of English spelling, pronunciation..These research used quantitative research with applied an experimental research, to test the impact of a treatment on an outcome, it consern to finding out the effectivness between two variabel in the same time. The populasi of this research on the VII grade students of SMPN 03 Kota Palopo in the academic year of 2023/2024. The number of population was 280 students. There were 10 class wich is 28 students in the class. furethur the researcher choose 2 classes as the sample,next the researcher devides into two groups 14 students for the experimental groups and 14 students for the control groups, the sample class is VII A consisted 14 students, the researcher took the sample with mix. The instrument of this research is test,the kind of test was vocabulary test,were the test consist pre-test and post-test. Based on the independent sample $T$-test results on the analyzed pre and post data a significance value of 0,000was obtained, which is greater than thesignificant level (a)used of 0,05.because to be able to say it significance it must be >0,05. Therefore it can be concluded that there is significant different pre test and post test values between the experimental group and control groups.The spelling bee game has an impact on vocabulary growth.Since vocabulary can be described best as the terms that are learnt in the language, teaching vocabulary obviously entails more than just introducing new words.


Keywords: Vocabulary, Spelling Bee Game

## Introduction

In Indonesia, English has become a crucial part of the academic curriculum. One language that everyone right now needs is English (Banjarnahor, Candra, and Subroto 2022). Based on the fact that English is an universal language. In this situation, it is important to begin learning English in junior high school. Of course, it cannot be isolated from vocabulary during studying English. For students studying English, vocabulary is crucial since the right vocabulary affects how they study speaking, reading, listening, and writing. Learning vocabulary is important for English language learners to become masters of learning languages, especially those who study the English language (Pusparini and Ningrum 2020). So, Students should be able to understand English vocabulary and good pronunciation in order to communicate with others. A big vocabulary will also have a good ability to select the word that most accurately conveys the idea or the meaning. In teaching techniques that are sometimes used by teachers in memorizing vocabulary, namely by directing students to memorize vocabulary through a dictionary. And also accourding to (Pusparini and Ningrum 2020), in instructional method that educators often employ to help students learn vocabulary, notably by instructing students to learn vocabulary through a dictionary, so that in understanding or learning vocabulary students experience boredom which results in less effective learning. As a result, researchers attempt to apply game-based learning techniques. It is important for teachers to select an accurate technique for teaching vocabulary because it is harder to teach English, and vocabulary in particular, without doing so (Pratiwi, Zasrianita, and Akbarjono 2021). The outcomes of a study on the use of games in learning vocabulary suggest that they give students an exciting, challenging, and comfortable experience in classrooms and also help the students learn the content more quickly. The spelling bee game is one
method of improving learners' vocabulary. The spelling bee game is used to helping students improve their vocabulary and their knowledge of English spelling, pronunciation, and grammar.according to (Pusparini and Ningrum 2020) A spelling game is called a spelling bee. Bee is the term used in the spelling bee game, and bee signifies bee. A language problem game called spelling bee hasn't been precisely defined.(Mahendra 2021) said that is Spelling bee is a competition in which contestants are asked to spell a broad selection of words, usually with a varying degree of difficulty. To compete,contestants must memorize the spellings of words as written in dictionaries, and recite them accordingly.

Whitout knoweledge, of vocabulary, one cannot do language activities, it is in these words that meanings or ideas can be stored or expelled.in comunicating also requires good and correct vocabulary. Language is a system of sound signs agreed upon by members of certain community groups in working together and communicate.

## Method

These research used quantitative research based on oprational variabel, statistics, computation and measurement, with applied an experimental research, to test the impact of a treatment on an outcome, it consern to finding out the effectivness between two variabel in the same time.

The populasi of this research on the VII grade students of SMPN 03 Kota Palopo in the academic year of 2023/2024. The number of population was 280 students. There were 10 class wich is 28 students in the class. furethur the researcher choose 2 classes as the sample, next the researcher devides into two groups 14 students for the experimental groups and 14 students for the control groups, the sample class is VII A consisted 14 students,the researcher took the sample with mix.

The instrument of this research is test,the kind of test was vocabulary
test,were the test consist pre-test and posttest.

This part was the result of pre-test and posttest

## Result and Discussion

Result

| no | kode nama | pre tes | pos test | kalsifikasi | kode nama | pre test | post test | klasifikasi |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 1 | VR RMD | 40 | 80 | very good | ADND | 30 | 50 | enough |
| 2 | RYND | 40 | 80 | verygood | AQS | 30 | 70 | good |
| 3 | ALFR | 30 | 70 | good | TRA | 40 | 40 | poor |
| 4 | RBT PLSG | 40 | 90 | exellent | IRWNSH | 40 | 50 | enough |
| 5 | HRA SYMSL | 30 | 60 | enough | MRWH | 30 | 50 | enough |
| 6 | RMDN F. | 40 | 70 | good | M.ABD | 40 | 60 | enough |
| 7 | AGGN L. | 30 | 80 | very good | NJW | 30 | 30 | poor |
| 8 | M.SYWL F. | 40 | 90 | exellent | ALVR | 20 | 40 | poor |
| 9 | AGGA P. | 30 | 60 | enough | M.ALF | 20 | 30 | poor |
| 10 | DRG S. | 20 | 60 | enough | M.FHRL | 30 | 40 | poor |
| 11 | M.AFR | 30 | 80 | very good | M.RSK | 40 | 50 | enough |
| 12 | M.SRZ | 20 | 60 | enough | M.FIS | 40 | 50 | enough |
| 13 | M.MHWR | 20 | 70 | good | NRA | 20 | 40 | poor |
| 14 | M.RZK S. | 30 | 80 | very good | RSK | 40 | 50 | enough |

Sumber; Data diolah
The table above shows the results of the pre-test and post-test in the experimental class and control class students with a total of 28 students, as well as the classification results of the research. the data above shows a significant difference between the experimental and control groups in the pre-test and post-test
scores. In the pretest value, the average value of the experimental group is the same as that of the control group. However, after being given treatment, the average value of the experimental group increased significantly compared to the control group. This shows that the treatment carried out in the experimental group had a positive impact on increasing post-test scores.

## Descriptive Statistics

|  | N | Minimum | Maximum | Mean | Std. Deviation | Skewness |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Statistic | Statistic | Statistic | Statistic | Statistic | Statistic | Std. Error |
| pre test | 14 | 20,00 | 40,00 | 31,4286 | 7,70329 | ,- 264 | , 597 |
| post test | 14 | 60,00 | 90,00 | 73,5714 | 10,81818 | , 004 | , 597 |
| Valid N (listwise) | 14 |  |  |  |  |  |  |

Sumber : Data diolah


Based on The data can be regarded as homogenous because the statistic value obtained is more than the given significance level, according to the variance homogeneity test, which yielded a result of 0.83 and a significance level of 0.05 . That is, the variances of the two categories of data do not significantly differ from one another.






In this case H0 (no significant differences)is rejected, H1 (there is a significant difference)is accepted. However,remember that such conclusion are based only on the results of statistical tests and cannot generalized to the popuation as a whole.in additin,it is also necessary to pay attention to the assumptions underlying the statistical test used so that the analysis result are more accure and valid.

## Discussion

The purpose of this study is to ascertain how the Spelling Bee Game affects students' vocabulary proficiency.
The experimental and control groups' pretest and posttest scores were different when calculated. The two experimental groups' pre-test and post-test values were greater than those of the control group's in both of these periods. This game is said to improve vocabulary achievement.
(Qomariyah and Nafisah 2020) The Spelling Bee game affects vocabulary development. The pupils are mainly interested in vocabulary instruction and learning through the Spelling Bee game.
The pupils were unaware of this game prior to treatments.
(Pratiwi, Zasrianita, and Akbarjono 2021) It is obvious that teaching vocabulary involves more than simply introducing new words; vocabulary is best defined as the term that is learned in the language. It is also possible to say that vocabulary development in the aspects of English that were being developed. Vocabulary development can be described as the action or act of increasing the students' vocabulary or word repertoire.
(Pusparini and Ningrum 2020) The spelling bee game helps children learn English while also changing their attitudes and habits. Students study English more effectively, actively, and with greater motivation when the method is used. The management of teachers' activities has a positive influence on students' motivation for learning English.
(Mahendra 2021) Students can expand their brains to mention, pronounce, and spell new words by participating in a spelling bee, which can help them enjoy and have fun during the learning process.
(Nurpitasari and Mayasari 2018) This study found that using the Spelling Bee Game could improve test scores because the students' pre-test and post-test results had different means.
(Nurpitasari and Mayasari 2018) This study makes a few points, including the need forDpisucpuilsssitoon regularly exercise their vocabulary in speaking, reading, and writing. It is advised that the pupils have a desire to broaden their vocabulary and possess methods for learning and using new terms.

The students are advised to increase their vocabulary proficiency in English. Never be afraid to use English vocabulary in your regular activities, wherever you are. Because vocabulary is crucial, it can aid kids in developing their speaking, reading, writing, and listening abilities.

## Conclusion

The spelling bee game has an impact on vocabulary growth.Since vocabulary can be described best as the terms that are learnt in the language, teaching vocabulary obviously entails more than just introducing new words. The growth of vocabulary in the parts of English that were developing can also be said. Children's attitudes and behaviors are altered while learning Englishthanks to the spelling bee game. Students' motivation to study English and their vocabulary in speaking, reading, and writing are both positively impacted by the supervision of teachers' activities. The students are instructed to improve their knowledge of English vocabulary. This study offers several arguments, one of which is the significance of vocabulary practice for students in speaking, reading, and writing. The students are instructed to improve their knowledge of English vocabulary.

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