Artikel Hasil Penelitian

VOCABULARY GAMES TO INCREASE THE STUDENTS' VOCABULARY MASTERY AT DIFFERENT LEVEL OF LEARNING INTEREST

Rina Wahyuni

STKIP Tunas Palapa, Central Lampung, Indonesia
E-mail : rhyna93.rw@gmail.com

Abstract

This research carries on as experimental study toward vocabulary mastery at different learning interest. Vocabulary is one of the elements that link the four skills of speaking, listening, reading and writing all together. The purpose of this research is to find out the comparison average scores by applying Crossword Puzzle and Word Search Game at different Learning Interest. By applying the two games, students are expected to be able to increase their vocabulary mastery. The research was conducted in SMA N 1 Pekalongan. The researcher used quantitative research with analysis of variant factorial 2x2 designs as the way to analysis the data. The finding of the result proved that the students who have high and low learning interest have different result of vocabulary. It means that by applying two games, students can improve their vocabulary mastery. After conducting the research the researcher found that both Crossword Puzzle and Word Search were good to be applied for students in different learning interest, especially to improve the students' vocabulary mastery. The researcher expects to the English teachers have to be creative in conducting teaching process so that students can interest in studying.

Key Words : *crossword puzzle, learning interest, word search, vocabulary.*

INTRODUCTION

Vocabulary is the biggest component of language in learning language successfully, without it someone will not be able to make meaningful communication. In learning a foreign language, vocabulary plays an important role. It is one of the elements that link the four skills of speaking, listening, reading and writing all together. Thus without using vocabulary it is impossible for someone to learn language. According to Barnhart, C. A. (2008:11) states that vocabulary as stocks of words used by person, class of people, profession, and a collection or list of words, usually in alphabetical order and define. It is important for students to master the vocabulary of language because vocabulary is essential part of communication. Ur. (2013:11) defines "Vocabulary is roughly, as the words we teach in the foreign language". Then, Barnhart (2008:11) states that vocabulary as a stock of words used by person, class of people, profession, and a collection or list of words, usually in alphabetical order and defined. In order to communicate well in a foreign language, students should acquire an adequate number of words and should know how to use them accurately.

Table 1.1. Student's Vocabulary Score List at The Even Semester in SMA N 1 Pekalongan at Tenth Grade Academic Year 2019/2020

NO	SCORE	CATEGORY	SUM	PRESENTACE
1	0-50	Bad/Poor	8	64%
2	51-56	Enough	5	17%
3	70-80	Good	4	12%
4	81-100	Excellent	3	7%
	TOTAL		Σ Students 25	100%

From the table above the researcher know that 64% or 8 from 25 students got bad score in English, 17% or 5 from 25 students got enough score, 12% or 4 from 25 students got good score and 7% or not more than 3 students got excellent score. It is means that the students do not have good ability in vocabulary. Master of vocabulary is important for the students, especially English as a common language in this world. To solve the problem above, here the research offers another technique for the students to be master vocabulary. In this research, there are 3 table formulations. They are 1) Is crossword puzzle more effective than word searches media to teach vocabulary mastery at ten grade of SMA N 1 Pekalongan?; 2) Do the students who have high learning interest have better vocabulary mastery than those who have low learning interest at ten grade of SMA N 1 Pekalongan?; 3) Is there any interaction between students' learning interest and teaching media toward their vocabulary mastery at ten grade of SMA N 1 Pekalongan?. The table formulation answered by the calculation of data analysis.

In this research, the researcher uses vocabulary games. The researcher expect by using this game, it will help the students' problem in vocabulary mastery. This game is used to building up the students' vocabulary mastery. Vocabulary games that use in this research are crossword puzzle and word searches. Saxena. A., Nesbitt R., Pahwa P., & Mill S.(2009:27) state that crossword puzzle is a very interesting word game and many people enjoy this game. According to Wiley, J. & Sons. (1996:140), "Crossword puzzle is an arrangement of numbered squares to be filled in with words, a letter to each square, so that a letter appearing in a word placed horizontally is usually also part of a word placed vertically: numbered synonyms and definitions are given as clues for the words". Augarde, T. (2003:18) crossword puzzle is a century old game and was first used in ancient Egypt. In 1913, Kathrynne created a modern crossword puzzle. In recent years, it has become an interesting game and we come across it in many newspapers, magazines, books, and journals. Crossword puzzle is used to build the students mastery in vocabulary and also to give learning interest for the students. For the second is word search According to Larcom, D. L. (2006:25) word search is a lot of words hidden in the jungle of letters. Thus, from the definition above, word search is a vocabulary game where the students should find the word randomly in a square. The process of learning by using word searches game Based on Palmberg, R (2004:25), The step of word grid or word searches are 1) give Hand out the word grid (shown on the following page) to the learners, 2) ask them to find as many English words for body parts as possible, 3)ask to read either vertically, horizontally or diagonally, and to make the task even more difficult, they should be read in all directions, including from right to left. For many students, crossword puzzle and word search game are amusing. Certainly, these techniques of vocabulary instruction enlarge the students' passive vocabulary, they do not allow them to feel bored and manipulate, actively. In this way the teacher

creates the class into an English vocabulary atmosphere. Crossword puzzle also is intrinsically game by filling words into empty boxes filled in letter so that form a quip as according to raised question. Beside vocabulary games in vocabulary mastery, the researcher also wants to know the level of different students learning interest. Natalia (2018: 163) Interest is often called the "interest". Interest can be classified as properties or attitude that has certain tendencies. Interest is an important thing in one's activity in the daily life, including in the field of education. People's interest will be shown in their activity to gain their purpose. From the explanation by expert above we can get some point that Interest in learning is an important way to students' activity in learning and have a great influence to the students' behavior and their attitudes. Interest in learning English is an important thing to the students. The students will be active in following the subject that each by teacher. Thus, the main focus of this research is the researcher wants to know whether the use of vocabulary games in students' vocabulary mastery at different level of learning interest.

RESEARCH METHOD

Research Design

The researcher also has made a planning for this research that is in this research, the researcher used research factorial 2x2 designs of two ways ANAVA. The design can be looked at the following table:

Table 3.1 The analysis Varian Factorial 2x2 Design

Learning Interest	Game	
	Crossword Puzzle (A_1)	Word Searches (A_2)
High (B_1)	$A_1 B_1$	$A_2 B_1$
Low (B_2)	$A_1 B_2$	$A_1 B_2$

Source : Basrowi (2010 : 10)

Where:
A1   : Crossword Puzzle;
A2   : Word Searches;
B1   : High Learning Interest;
B2   : Low Learning Interest;
A1B1   : Students having high learning interest taught by crossword puzzle game;
A1B2   : Students having low learning interest taught by crossword puzzle game;
A2B1   : Students having high learning interest taught by word searches game;
A2B2   : Students having low learning interest taught by word searches game.

Participant

A population is an individual or group that represents *all* the members of a certain group or category of interest states by Urdan, T. C. (2005 : 1). In this research, the population is all of the students at the eleventh grade of SMA N 1 Pekalongan. The population consists of 6 classes, thus the total of population in the research is 150 students and every each of class there are about 25 students. A class is consisting of 18 girls and 7 boys. Urdan, T. C. (2005 : 1) said "A sample is a subset drawn from the larger population". The sample is taken by using a sampling technique called

by cluster random sampling. The researcher determines the sample of the research which is taken from the population. In this research the sample is taken from two classes of the first grade that total of srudents are 150. From 6 classes. Then the researcher use class A and B as sample.

Data collecting technique

In collecting data, the researcher uses the test of each variable of the research. In this research, the researcher gives two kinds of test to the students as a sample. The test consists of multiple choice (vocabulary mastery test) and questionnaire test of students learning interest. To collect the data, the researcher uses pre-test and post-test. Sugiyono (2012 : 76) state that in this design the post test gives after the experiment group get some treatment. So, the result of pre test and the post test from control group and experiment group will be compared.

Table 3.2 the specification table of instrument of student's vocabulary mastery

Materials	Aspect of vocabulary	Indicator	Items	
			Total	Items
Descriptive text	Noun Adjective	describe something by using some vocabularies of adjective and noun well	28	1,5,6,7,8,20,21,26,29,39,42, 43,44,46,49 2,3,11,13,16,22,23,24,25,40, 41,45
	Preposition Adverb	describe something by using some vocabularies of preposition and adverb well	22	4,12,15,27,30,31,34,47,48,5 0 9,10,14,17,18,19,28,33,35,3 6,37,38

Based on the operational definition of students learning interest, the specification table of instrument as follows:

Table 3.3 The specification table of instrument of learning interest

Aspects	Indicators	Item of instrument		
		Form	Total	Item
consciousness	have interest leaning in English naturally	Checklist	6	1,2,3,4,5,6
willingness	want to learn English by theirselves	Checklist	6	7,8,9,10,11,12
pleasure	like to join with a group which like to learning english	Checklist	6	13,14,15,16,17,18
attention	use the learning facilities at school properly.	Checklist	7	19,20,21,22,23,24,25

RESULT AND DISCUSSION

Result of instrument

The first instrument used in this research is giving questioner to the students in order to know the students level of learning interest. This data is found by giving questionnaire to students. There are 25 questions that have to answer by the student. The students' learning interest data of experiment and control class can be presented as follow:

Table 4.2 Students' learning interest data of experiment and control class class

Criteria	Learning Interest		
	Range	Experiment	Control
The high score	52-100	12	12
The low score	52-0	13	13
Total (N)	25	25	25

Table 4.5 Students' vocabulary mastery gain of pre test and post test

	Vocabulary mastery score	
Range	Experiment	Control
5-10	5	20
15-20	16	4
25-30	2	1
35-40	2	-
Total	25	25

Explanation result gain of pre test and post-test score were the researcher found that in experiment class the highest score is 35, the lowest score is 5 and the total of students is 25. Based on the data distribution gain of pre test and pos test, it is obtain that from 25 students in experiment class 5 students got between 5-10 range, 66 students got 15-20, 2 students got 25-30 and 2 students got 35-40. Meanwhile, in control class the highest score gain of pre test and post test is 25, the lowest is 5 and the total of students are 25. Based on the data frequency gain of pre test and pos test, it is obtained that from 25 students there are 20 students got between 5-10, 4 students got 15-20 and a student got 25-30.

Data analysis

The data analysis must be conducted systematically in order to get acceptable result. This analysis mean to answer the problems as follow: 1) Is crossword puzzle more effective than word searches media to teach vocabulary mastery at ten grade of SMA N 1 Pekalongan?; 2) Do the students who have high learning interest have better vocabulary mastery than those who have low learning interest at ten grade of SMA N 1 Pekalongan?; 3) Is there any interaction between students' learning interest and teaching media toward their vocabulary mastery at ten grade of SMA N 1 Pekalongan?. The researcher uses analysis of variance to answer these problems.

Table 4.8 Multifactor Analysis of Variance

Learning Interest	Crossword Puzzle		Word Searches		Total	
	15		5		20	
	10	$\sum X = 160$	10		20	
	15		5	$\sum X = 80$	20	$\sum X_1 = 240$
	20	$\bar{x} = 13{,}333$	5		25	$\bar{x}_{r1} = 10$
Low	15		5	$\bar{x} = 6{,}666$	20	
Interest (B1)	25		5		30	
	15		10		25	
	10		5		15	
	5		10		15	
	15		10		25	

	10		5		15
	5		5		10
	35		5		40
	15		10		25
	20	$\sum X = 235$	15	$\sum X = 140$	35	$\sum X_2 = 375$
	15	$\overline{x} = 19{,}583$	15	$\overline{x} = 11{,}666$	30	$\overline{x}_{r2} = 15{,}625$
	20		5		25
High	25		10		35
Interest (B2)	15		5		20
	30		15		45
	20		10		30
	15		5		20
	10		25		35
	15		20		35
Total	$\sum X_{c1} = 395$		$\sum X_{c2} = 220$		$\sum X_t = 615$
	$\overline{x}_{c1} = 16{,}4583$		$\overline{x}_{c2} = 9{,}166$		$\overline{x}_t = 12{,}812$

Source: Table of Multifactor Analysis of Variance appendix 33.

Table 4.9 Summary of 2x2 Analysis of Variance

Source of Variance	db	JK	MK	Fo	F tabel	
					0,05	0,01
Between columns (teaching techniques)	1	638,021	638,020	12,523	4.06	7.07
Between rows (Learning interest)	1	379,688	379,687	7,452	4.06	7.07
Colum by rows (Interaction)	1	764,062	764,062	14,997	4.06	7.07
Within groups (Dal)	44	2241,667	50,946	-	-	-
Total (Tot)	47	2495,313	-	-	-	-

Source : Table of Anova Summary appendix 33.

Determining Critical Areas of hyphothesis.
1) The critical area for H_{0A} is rejected if $F_A > F_{\alpha\,0.05}$
2) The critical area for H_{0B} is rejected if $F_B > F_{\alpha\,0.05}$
3) The critical area for H_{0AB} is rejected if $F_{AB} > F_{\alpha\,0.05}$
From the summary of 2x2 analysis of variance, it can be concluded that :
1. Fo between columns (12,523) is higher than $F_{list(0,05)}$(4,06) and $F_{list(0,01)}$ (7,07), thus the different between column is significant. It means that teaching vocabulary mastery using crossword puzzle to the ten grade of SMA N 1 Pekalongan is more effective than word searches. The mean of students' score taught by using crossword puzzle (16,458) is higher than those who taught by word searches media (9,166). In short, teaching vocabulary mastery using crossword puzzle is more effective than those who using word searches.
2. Fo between rows (7,45) is higher that $F_{list(0,05)}$(4,06) and $F_{list(0,01)}$ (7,07), thus the different between rows is significant. It means that the students who have high learning interest taught by using crossword puzzle is significantly different than those who have low learning interest in comprehend vocabulary at ten grade of SMA N 1 Pekalongan. The mean score of the

students' who have high learning interest (19.583) is higher than the students' who have low learning interest (13.333). It means the students' vocabulary mastery of students who have high learning interest is better than those who have low learning interest.

3. Fo interaction (14,997) is higher than than $F_{list(0,05)}$(4,06) and $F_{list(0,01)}$ (7,07), thus there is interaction between teaching media and learning interest.

Discussion Finding

Crossword puzzle as a teaching tool is very beneficial in remembering the words and terms with the help of keys. The key consists of facts, hints or statements in the form of a word, facts, terms or incidences and when a student reads the key, he recalls the answers easily. It means crossword puzzle is learning media to review the material in previous meeting. This observation can help the students to memorize the word. So the students can reach their learning aim. The function of crossword puzzle itself is can to refresh the students' brain. Then, the students learn with enjoy and happy.

In teaching and learning process the teachers use these methods so that the students will not be bored in their lessons. Especially, learning English is important as a foreign language in our country. Interest in learning English is an important thing to the students. The students will be active in following the subject that each by teacher. In connection with this all the factors both of internal factor and external factors as the main component in students interest in learning English. Their interest in learning it can easy to the students to get good achievement.

Teaching media plays an important role during learning process in the class because media uses to implement method as the planned before come to the class. The teacher should know which media is suitable to help students have a good competency in material given. Crossword puzzle can improve the students' vocabulary mastery. And also for the teacher who want to give interesting learning for the teacher. So that the students did not feel bored during the class and the students feel struggling to get high score. Crossword puzzle is simpler to learn by the students, furthermore it can help the students to carefulness students to answer the question and it will make the students feel easy to memorize the words. The media makes the students have to be active student and increase their vocabulary mastery in the class while they have different characters, so it will get different result. The result is the students who have high learning interest will be increasing their vocabulary mastery after the implementation of crossword puzzle. Thus, learning interest and using of media will help the students to increase their master of vocabulary. Briefly, both of crossword puzzle and word searches are good media to increase the student's vocabulary mastery to be better. But from the research, crossword puzzle is better than word searcher to be applied in the class. The students who have been taught by crossword puzzle media have better score than the students who have been taught by word searches especially for the students who have high learning interest. Based on the result of the research, the students' vocabulary mastery was influence by their learning interest to learn and the using of media in teaching.

CONCLUSION

Briefly, both of crossword puzzle and word searches are good media to increase the student's vocabulary mastery to be better. But from the research, crossword puzzle is better than word searcher to be applied in the class. The students who have been taught by crossword puzzle

media have better score than the students who have been taught by word searches especially for the students who have high learning interest. Based on result of the research, the students' vocabulary mastery was influence by their learning interest to learn and the using of media in teaching.

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