

The Use Of Scrabble Game To Improve Students' Vocavulary Masteri (SMP N 3 Langowan)

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Abstract: The purpose of this research was to find out whether or not scrabble game can be used to improve student's vocabulary mastery. In terms of purpose, this research was a quantitative research. In this research, the researcher asked students' opinions about the use of scrabble game to improve the vocabulary mastery. In terms of the nature of data, since the data collected using questionnaire were put into frequency distribution, this survey was categorized as a quantitative research. The data obtained in this study reveals that (1) 94% of the students strongly agree and agree that scrabble game is interesting and effective technique that can be used to improve and motivate the respondents to engage in vocabulary; (2) 79% of students strongly agree and agree that being engaged that scrabble game is interesting and effective technique that can be used to improve and motivate the respondents to engage in vocabulary follow all group discussion activities; (3) 92% of the students strongly agree and agree that their engagement that scrabble game is interesting and effective technique that can be used to improve and motivate the respondents to engage in vocabulary in English; and (4) 87% of the students (respondents) enjoyed being involved in that scrabble game is interesting and effective technique that can be used to improve and motivate the respondents to engage in vocabulary the technique. It can then be concluded that the students positively consider group discussion an interesting, effective and useful technique for it can be used to improve their engagement, motivation skills in English.

Keywords: *Perceptions, Students' opinions, Group discussion, Vocabulary*

INTODUCTION

Learning about language cannot be separated with learning about words. Because to understand the meaning of the word, the learners will be able to use the language well on the contrary. Learning about English is very important because English is one of a global language.

Teaching English in our country have develop extensively. In Indonesia English is not considered as a second language but English is a foreign language. English is also called as the target language that has to be taught in school. Therefore the student is hope to increase their ability in English. So that, one of these problem faced by Indonesian students in studying English is dealing with vocabulary. If the learners do not have enough vocabulary in the language which is learned by them, then they experiencing difficulties in terms of the use of such language.

Vocabulary is one of the items that have to be mastered first by the students in learning English, because no one can speak English if they have limited vocabulary and without a proportional amount of vocabulary any one will get trouble in the process of learning English. Ways that question also depends on the age level to understand the vocabulary.

Scrabble Games Technique

According to Warner and Brown (2005: 47), Scrabble is a proprietary board game, which involves the building of words for point scores, for two or more players (or teams). In Cambridge Advanced Learner's dictionary Third edition, scrabble is a game played on

a board covered in squares in which players win points by creating words from letters with different values and connecting these words with ones already on the board.

Scrabble is a simple game that can help the teacher in teaching vocabulary especially in memorizing, spelling and understanding the meaning of the words. Scrabble game is a very good media to teach English in the classroom because make it challenges student's ability to remember the vocabulary more enjoyable. Scrabble is also a board game which the player draw letter tiles and take turns to make interlocking words like a crossword.

The scoring points are according to the letters played and their positions on the board. According to Klimova (2015) Scrabble is one of the most popular boards that specifically highlight language. The purpose of the game is to build words with a higher score as possible. Scrabble is indirect learning. When the students play the game, they don't realize that they are learning. Students also get new words or vocabulary naturally. Through this game, the students will give their full attention and concentration to study.

METHODOLOGY

The purpose of this research was to find out the students' lack vocabulary. In doing this research the writer used quantitative research. Aliaga and Gunderson (2002) have described the quantitative research methods very well. According to them "Quantitative research is an inquiry into a social problem, explain phenomena by gathering numerical data that are analysed using mathematically based methods e.g. in particular statistics.

According to Hatch and Farhady (1982) One group pre-test and post-test design is similar to the one shot case study. There are two tests, T_1 as the pre-test and T_2 as the post-test. X is used to symbolize the treatment.

Research Participants

The participants of this research were the seventh grade of SMP Negeri 3 Langowan.

Of this population, 25 students were selected as the survey participants.

Data Collection

The data was taken from tests with 50 questions. The test is utilized for both pre-test and post-test. From the problem faced by the students can be identified, especially in vocabulary. There were 4 Scrabble games included in this study.

DISCUSSION

The information presented that there were 25 students who took part of the test. From twenty five (25) students' pre-test, four got 60 or 16%, four got 55 or 16%, five got 50 or 20 %, four got 45 or 16%, 3 got 40 or 12 % five got 35 or 20 %. The result of Pre-test indicates that the students' vocabulary mastery was poor. From 25 students who took part in post-test, two students got score 90 or 8%, three students got 85 or 12%, three students got 80 or 12%, six students got 75 or 24%, four students got 70 or 16%, and seven students got 65 or 28%. The result showed that the students' vocabulary mastery was improved. The mean score of pre-test is 47,04, and in the post-test 74,04. The result of the post-test is better than pre-test. By the explanation above, the result of this research shows that using scrabble game is effective improve students' vocabulary mastery.

CONCLUSION AND SUGGESTION

Based on the data presentation and the analysis, the writer may conclude that the scrabble game can improve students' vocabulary mastery. after applying scrabble game, which can be seen through of post test that shows increasing in score of the students. The result of this research shows that the score of the students in post-test are higher than the students' score in pre-test. The mean score of pre-test was 47,04 while the mean score of post-test was 74,04. It was clear that the result of post-test was better than pre-test. Using Scrabble game in teaching can be a great help for the students to improve their vocabulary mastery.

The teacher should provide interesting materials, in order to prevent the students' from being bored. Since the use of scrabble game is effective to overcoming students' problem in vocabulary mastery, English teachers are suggested to apply scrabble game in teaching in order to make the teaching learning process more effective and enjoyable.

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