



INCREASING STUDENTS' VOCABULARY MASTERY THROUGH GAMES AT UPTD SD NEGERI 122371

IMELDA SABRINA SIBARANI^{1*}, ANISA ISABELLA SIALLAGAN², VIVI ALEXIA TAMBA³, NAYSILA TANZANI⁴, LUSI ARDINA PURBA⁵, YEMIMA SARAGIH⁶, RATNA SITUMORANG⁷, VINNAULI SILALAH⁸, IRMA MARPAUNG⁹, JOGINA NAINGGOLAN¹⁰, DOSI SIMANJUNTAK¹¹

^{1,2,3,4,5,6,7,8,9,10,11} Program Studi Pendidikan Guru Sekolah Dasar, Universitas HKBP Nommensen Pematangsiantar

email: imeldasabrina22@gmail.com^{*}, anisiasiallagan@gmail.com, vivia4911@gmail.com, tdrsila@gmail.com,
lusiardinapurba@gmail.com, yemimabenedictasaragi@gmail.com, situmorangratna61@gmail.com,
vinnaulisilalahi082@gmail.com, irmamelaniemarpaung@gmail.com, joginanainanggolan80@gmail.com,
dosisimanjuntak124@gmail.com

INFO ARTIKEL

Riwayat Artikel :

Diterima: 04-07-2024

Disetujui: 20-07-2024

Kata Kunci :

Peningkatan; Penguasaan;
Kosakata; Siswa; Melalui
Permainan.

ABSTRAK

Jurnal ini bertujuan untuk meningkatkan penguasaan kosakata siswa melalui penggunaan berbagai jenis permainan dalam proses pembelajaran. Metode penelitian yang digunakan adalah penelitian tindakan kelas (PTK) yang dilaksanakan dalam dua siklus, masing-masing terdiri dari perencanaan, pelaksanaan, observasi dan refleksi. Subjek penelitian adalah siswa kelas IV di UPTD SD N 122371 Jl Ksatria Pematang Siantar yang berjumlah 14 orang. Instrumen yang digunakan dalam penelitian ini meliputi tes penguasaan kosakata. Hasil penelitian menunjukkan bahwa penggunaan permainan dalam pembelajaran dapat meningkatkan penguasaan kosakata siswa secara signifikan. Selain itu, respon siswa terhadap pembelajaran dengan menggunakan game sangat positif. Kesimpulannya, penggunaan permainan dalam pembelajaran dapat menjadi strategi yang efektif untuk meningkatkan penguasaan kosakata siswa. Oleh karena itu, disarankan kepada para guru untuk mempertimbangkan integrasi permainan dalam kegiatan pembelajaran bahasa, terutama dalam mengajarkan kosakata.

ARTICLE INFO

Article History :

Received : 04-07-2024

Accepted : 20-07-2024

Keywords:

Increasing; Students; Mastery
Through Games.

ABSTRACT

This journal aims to improve students' vocabulary mastery through the use of various types of games in the learning process. The research method used is classroom action research (PTK) which is carried out in two cycles, each consisting of planning, implementation, observation and reflection. The research subjects were fourth grade students at UPTD SD N 122371 Jl. The Pematang Siantar Knights numbered 14 students. The instruments used in this research include vocabulary mastery tests. The research results show that the use of games in learning can significantly increase students' vocabulary mastery. Apart from that, students' responses to learning using games were very positive. In



conclusion, using games in learning can be an effective strategy for increasing students' vocabulary mastery. Therefore, it is recommended for teachers to consider the integration of games in language learning activities, especially in teaching vocabulary.

INTRODUCTION

Education is a basic effort that has been planned to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, morals, life knowledge, general knowledge and skills that treat themselves in society. to be based on law. The research, training, and skills of a group of people passed down from one generation to another is the learning of knowledge, skills, and habits. Learning is an activity that develops a person's knowledge, skills or attitudes as a means of interacting with others environment and information. analyze, and apply relevant information from the environment through interactions between students and the environment. Learning is an activity carried out intentionally or unintentionally by individuals, those who don't know become known, those who can't walk become able to walk, those who can't read become able to read, and so on. Each person can learn in different ways. There are learning by seeing, discovering and also imitating. Because through learning a person will experience growth and change in themselves both psychologically and physically. Physically, what is studied is related to the motor dimension. Psychologically, what is studied is the affective dimension. Cognitively, what is learned is new knowledge. So essentially learning in the cognitive domain will also intersect with the affective domain and also with the psychomotor domain. These three domains are interconnected with each other. Learning is an activity towards a better life systematically. The learning process consists of three stages, namely the information, transformation and evaluation stages. What is meant by the information stage is the process of explaining, describing or directing the structure of knowledge, skills and attitudes.

Play can be defined as an activity that encourages interaction between one or more people, usually for educational purposes, problem solving, or creative expression, and is often influenced by external factors. Playing is not only done outdoors, but playing can also be done indoors. Play in education is a teaching method that utilizes games and engaging activities to increase student understanding and engagement. This allows students to learn in an interesting and enjoyable way, often through social interactions, experiences, and solutions. This approach encourages creativity, collaboration and intrinsic motivation in the learning process. Playing while learning is a teaching approach that combines a learning objectives approach that incorporates learning objectives into the learning process. This allows students to learn actively while still having a fun experience. Vocabulary is a collection of words used in a particular language or field. It includes all the words known and used by speakers of a language or people involved in a particular field. According to Carrel 1984 vocabulary is one of the components of language. Dictionaries have an important role in a person's success in learning English. In reading, acquiring good vocabulary will help someone to understand the information from a reading. This means, in order not to stop and make mistakes while reading, a person must have adequate words or vocabulary and confidence about how these words are meaningful. According to Rafinggi (2016), "vocabulary is a collection of words in a language for communication". This means that vocabulary is the key to understanding a foreign language. By enriching yourself using vocabulary, someone can express ideas in communication more easily. Meanwhile, Puspitoaji (2014) states that vocabulary is a collection of sounds or combinations of letters that consist of something and trigger a meaning. For this reason, we as the authors of this journal will explain how students increase their vocabulary in English using a game that helps them to more easily increase their knowledge.



METHOD

In writing this journal, we used classroom action research, where the research method is classroom action research, which is research carried out in the classroom using actions to improve the quality of the teaching and learning process in order to obtain better results than before.

RESULTS AND DISCUSSION

English is a universal language that allows people to speak to each other all over the world. Additionally, English makes it easier for people all over the world to interact. According to Didi Suherdi, English learning is an interactive process that involves active participation between teachers and students. Didi believes that the use of technology and learning methods inovatif is very important for increasing motivation and effectiveness of language learning. Today, a country's ability to use English as a global language reflects its progress. English also really helps students in communicating and improving their language skills. Students at school are only taught formulas to form sentences without knowing the use, classification or order of words. But in the process of learning English as a foreign language in Indonesia Until now, it still remains a scourge for some students in Indonesia. Most think English is difficult, which makes some students reluctant to improve their English skills. The following are some methods to improve students' knowledge of English vocabulary:

a. Read:

The first way to improve your ability in English is to read a lot of English literature. You can often read news from websites in other countries if you like reading gossip or news about the world of celebrities. Read English fiction and comics if you are a fan of novels or comics.

b. Observe.

Observe everything related to English around you. Pay attention to the English language films you watch, and try to pay better attention to the dialogue while avoiding glancing at the subtitles too often. Examine how actors and actresses use certain sayings, vocabulary, or phrases in various situations.

c. Writing.

You will definitely understand English better after reading and observing a lot. However, this still puts you in the category of passive English users. To improve your skills, try writing in English. Translating the stories you usually write in your diary or blog reviews into English is a great way to train yourself. You don't need to worry if you are still confused about your grammar; the important thing is that you continue to practice using a foreign language.

d. Practice speaking

In an effort to improve your ability in English, you must often practice speaking. Because speaking will make us accustomed, trained and confident in expressing something. We need to make habits every day, for example talking to ourselves in front of the mirror or with family and friends. This will make us get used to pronunciation in English. Also conversations with friends or people who understand English better will make us know our mistakes in pronunciation and pronunciation, so that we can improve and learn better. Good grammar will be useless if you don't want to express or talk to others. Language was created to communicate, so you must learn to say what you want verbally in English. It is very important to make the other person understand what you are saying in English first.

e. Learning while Playing.

Basically, the principle of elementary school children's learning is that they enjoy playing, enjoy working together and enjoy being directly involved in learning. Therefore the author uses games which are one of the techniques to increase children's enthusiasm when learning and increase their motivation. Playing is something that everyone likes, especially children, so to teach children - Children's learning must be done in the right way so that they don't get stressed. In this research,

we created a vocabulary game for grade 4 students of UPTD SD N 122371 Jl. Kesatria Pematang Siantar to improve their vocabulary knowledge.

By implementing the "Learning while playing" method, students can continue learning comfortably. In the research and observations the author conducted, namely in class IV, students looked enthusiastic when they entered the class. We asked the children to sing in English while pointing to the song lyrics. on the blackboard. The class was very enthusiastic about the song and quickly understood the meaning of what we were singing, even though it was only demonstrated once. When the writer asked them to say the song lyrics in English, they did very well. When the students were able to say it these words are correct and precise, we as teachers are very happy and increasingly enthusiastic, even though this is only a short song.



Figure 1: Students are invited to sing according to the lyrics

Until we get to the core part of the lesson where the author has previously prepared a poster which contains pictures of animals and fruit. The author begins to introduce what vocabulary is in the poster and invites the students one by one to come forward to say what is in the poster and Students are enthusiastic enough to move to the front of the class.



Figure 2: Students come forward and say the names of animals at the front of the class

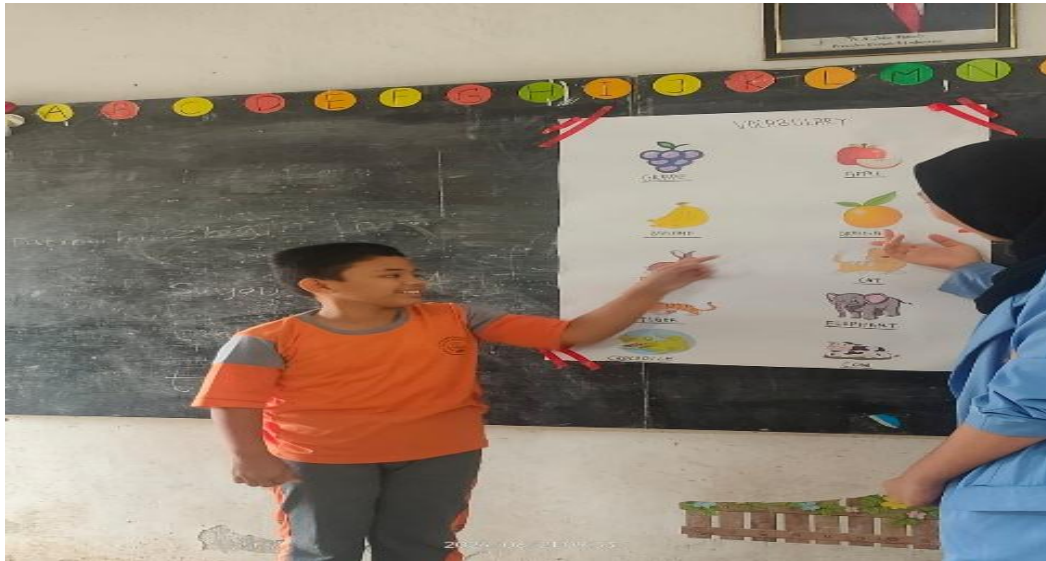


Figure 3: Students come forward and say the names of fruits to the front of the class

To improve their use of English verbs. In the game, we used the "estafet stick" game. Where we play a song and ask students to pass the baton to their friends, and if the music stops for one of the students, then the student holding the baton will move forward to answer the question given. The questions given were not too difficult, the author displayed several pictures that had been made on cartoon paper, and students were asked to fill in the names of objects, fruit or animals in the cartoon in English. Then after they write the answer on the cartoon paper, students then read the answer to practice their pronunciation in English. And if their answer or statement is wrong, we will ask other students to answer the same question until they get it right. Then, if one of the students can answer correctly, we then explain it to them again so that the students know more and remember the vocabulary we taught. When we used this game, we found out that the students in the class had mastered the basic vocabulary in English such as table, chair, blackboard, flowers, floor, fruit, animals, etc. Just need to enrich it by giving them new vocabulary that they have never heard.



Pict: Students Fill in the dots on the poster



Figure 4: Students Fill in the dots on the poster

After carrying out all the learning with the students, the author invites students to do an ice breaker so that students are not lazy after finishing learning because students will feel happy if there is an ice breaker after learning.



Pict: Students do Ice Breaking

Ice breaking activities are very important activities to do with the aim of diverting concentration so as not to experience boredom and can become supporting energy in an activity.

CONCLUSION

Using games as a method in learning is an important thing to do, where learning while playing is something that students like. Learning while playing has a positive impact on students and teachers. Students will understand the material more quickly By doing fun learning, your skills in remembering lessons will improve due to innovative learning styles. Learning English may be a difficulty for children at the elementary level because English words are written and pronounced differently. However, with innovation in learning, namely by creating fun learning innovations. Especially by playing games that are not difficult for students to play. For example, the game we play is a simple game that can be done in a short learning time. This game can train fine motor skills and develop



students' self-confidence. By playing this game, teachers can also evaluate how students write and pronounce English vocabulary.

THANK-YOU NOTE

I give praise and gratitude to God Almighty, because with His blessing and mercy, we were able to complete this scientific paper. The writing of this scientific paper was carried out in order to fulfill assignments for the English language course, elementary school teacher education, HKBP Nommensen Pematah Siantar University. I realized that without help and guidance from various party, it is quite difficult for me to complete this scientific paper. Therefore I would like to thank:

1. Imelda Sabrina Sibarani. S.Pd., M.Hum. as a course lecturer who guides Kamin in writing scientific papers.
2. Mrs. Poltak Simamora, as the principal of UPTD SD Negeri 12271, who has given us the opportunity to make observations at the school.
3. Mr. Abednego Saragih, as homeroom teacher for class 4, who has given us guidance for almost 2 hours and very helpful advice in making this journal.
4. To our parents, whom we love very much, who have given the author strength so that the author can write this journal to completion.
5. And finally to all PGA-5 friends who have given us enthusiasm and motivation.

REFERENCE

- Djunaidi.(2021). "Vocabulary in reading and the importance of using dictionaries for students". Vol. 19 No.1
- Henniwati. "efektifitas metode problem based learning untuk meningkatkan hasil belajar matematika pokok bahasan determinan dan invers matriks pada siswa." Jurnal Seruni Pendidikan.Vol.7 No.1.(2020).
- Hermayawati. "Analisis kesulitan belajar bahasa inggris mahasiswa" Jurnal Sosio-Humaniora Vol.1 No. 1.(2010)
- I Gusti Ayu Agung Dian Susanti."Kendala Dalam belajar bahasa inggris dan cara mengatasinya".Linguistic Community Service Journal.Vol.I,No.2.(2019)
- Rupina Holidazia dan Rojab Siti Rodliyah."Strategi Siswa dalam Pembelajaran Kosakata Bahasa Inggris". Jurnal Penelitian Pendidikan. Volume 20, Nomor 1, (2020)
- Surlina.S.(2015). "Learning and learnin" g.Medan:HKBP Nommensen University.
- Tri Agustini Solihati. "Pengajaran Kosakata Bahasa Inggris Melalui Active Learning".Vol. 1 No. 1, (2016).
- Wahyuni Fitri, Suci Midsyahri. "Bermain dan belajar pada anak usia dini".Kebudayaan dan keagamaan.Vol.15 No.1. (2020)
- Wuriani dan Ramadhani, "Pengaruh Teknik Pembelajaran Ice breaking Terhadap Hasil Belajar Siswa pada Tema 6 Indahnya Persahabatan SD Negeri 1 Pava Bujok Tunong Langsa", Journal of Basic Education Studies, Vol. 2, No. 1, 2019, Hal. 71.
- Yani Nurdiani. "Penerapan prinsip bermain sambil belajar dalam mengembangkan multiple intelligencia pada pendidikan anak usia dini".Jurnal EMPOWERMENT. Volume 2, Nomor 2, ISSN No. 2252-4738.(2013).
- Herman, H., Sinurat, B., & Sibarani, I. S. (2023). Penggunaan "Fun With English" Dengan Metode Game Based Learning Untuk Melatih Kemampuan Kosakata Di Smp Negeri 3 Pematangsiantar. Pengabdian Masyarakat Sumber Daya Unggul, 1(2), 75–84. Retrieved from <https://publikasi.abidan.org/index.php/pmsdu/article/view/54>.