



The Effect of Spelling Bee Games on The Students' Achievement in English Vocabulary Mastery

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan permainan Spelling Bee terhadap penguasaan kosakata siswa kelas tujuh SMPT Raudlatut Thalabah Wal'Ulum Jawa Timur, Indonesia. Penelitian ini dilakukan selama tahun ajaran 2020-2021 dengan jumlah mahasiswa sebanyak 30 mahasiswa. Berbagai masalah yang menjadi kendala dalam proses pembelajaran bahasa Inggris antara lain kurangnya kosakata yang dimiliki, membaca dan melafalkan setiap kata bahasa Inggris, daya ingat yang lemah dalam menghafal kosa kata, dan kurangnya fasilitas yang memadai untuk kebutuhan sekolah. Metode yang digunakan dalam penelitian ini adalah penelitian kuantitatif dengan desain quasi eksperimen. Data dikumpulkan melalui observasi dan tes. Temuan penelitian ini, nilai siswa meningkat secara signifikan setelah diberi perlakuan di kelas Eksperimen dengan menggunakan permainan Spelling Bee. Sedangkan data pendukung dikumpulkan dengan cara dianalisis secara statis dengan menggunakan rumus t-test. Hasil analisis data menunjukkan bahwa nilai signifikansi ($Sig \leq$ taraf signifikansi 0,05 yaitu sebesar $0,026 < 0,05$). Hasilnya, ditetapkan bahwa pengajaran kosakata menggunakan permainan Spelling Bee dapat membantu anak-anak meningkatkan kreasi kosa kata mereka. Setelah menerima pengobatan, sebagian besar siswa meningkatkan nilai mereka.

Kata kunci : Penguasaan; Permainan

ABSTRACT

This study aimed to determine the effect of using the Spelling Bee game on students' vocabulary mastery at the seventh-grade SMPT Raudlatut Tholabah Wal'Ulum East Java, Indonesia. This research was conducted during the academic year 2020-2021 with the number of students as many as 30 students. The various problems that become obstacles in the process of learning English, among others lack of vocabulary they have, reading and pronouncing every word of English, weak memory in memorizing vocabulary, and lack of adequate facilities for school needs. The method used in this research is a quantitative study with a quasi-experimental design. Data was collected through observation and tests. Findings of this study, the students' scores improved significantly after being treated in the Experimental class using the Spelling Bee game. While the supporting data were collected by analyzed statically by using t-test formula. The result of data analysis showed that the significance value ($Sig \leq 0.05$ level of significance, there was $0.026 < 0.05$). As a result, it was established that teaching vocabulary using the Spelling Bee game can assist children improve their vocabulary creation. After receiving treatment, the majority of students' improved their grades.

Keywords: Game; Mastery



INTRODUCTION

The existence of English in Indonesia as a foreign language has existed since the Dutch colonial era. Although it was abolished during the Japanese government, after the proclamation of independence the inspectorate of the center for teaching English in the Ministry of Education declared English the first foreign language to be taught in secondary schools. Over time, English is recognized as an international language whose purpose is none other than as a means of communication. English plays a very important role in the world of education, politics, economy, technology, and culture.

But most people have difficulty expressing their ideas in English, this is due to the limitations of their vocabulary. Vocabulary is an important area of language, simply because words are tools of thought. Without having the adequate vocabulary, the students will have difficulty learning English. Vocabulary is an important component in English, it is even a major component in being able to develop a word into a perfect series of sentences for both us to write and say. As linguist Wilkinsin Thornbury (2002:13) in (Nurpitasari and Mayasari 2018) said that learning vocabulary is very important “without grammar very little can be conveyed, without vocabulary nothing can be conveyed”.

Moreover, (Anisa Rohmawati 2015) stated that the foundation of learning a foreign language is building up a useful vocabulary. Vocabulary helps people, not only students, to build sentences for communication between people, because learning English is a continuous process from Elementary school until students go to the University.

Difficulty in learning English is also experienced by students, especially seventh-grade SMPT Raudlatut Thalabah Wal 'Ulum Sukorambi Jember. Who have various problems that become obstacles in the process of learning and teaching English. among others lack of vocabulary they have, reading and pronouncing every word of English, weak memory in memorizing vocabulary, and lack of adequate facilities for school needs, such as viewers, projectors, micro found that can they use as a means of seeing, listening, and motivating them to build and improve their English so that learning and teaching activities not as expected.

Researchers use the spelling bee game as a medium to improve students' vocabulary. Therefore, the researcher hopes that the spelling bee game media can motivate students in improving their vocabulary when learning English takes place. The purpose of this study was



to determine the effect of using the Spelling Bee game on students' vocabulary mastery before and after being taught using this game for seventh grade of SMPT students in Jember.

Spelling bee is a game to practice spelling in English. Mcmillan (2012:3) in (Nurpitasari and Mayasari 2018) said vocabulary improvement and the development of correct use of English can be helped by spelling bee games. Stephanie (2016:1) in (Nurpitasari and Mayasari 2018) The spelling bee is one of the oldest educational competencies in the United States. So, it is important to create the class situation which can stimulate the students to learn. Spelling bee game is one of the teaching techniques which can be used to help the students to understand the English vocabulary easily (Karina Wedhanti, Ratminingsih, and Samiyanti 2021).

Like an entrance, which requires a key to open it. So in language, vocabulary is the key. This means that vocabulary is an important role in developing language skills. The vocabulary has been defined differently. Coady and Huckin (1997: 5) Vocabulary is central to language and is very important for language learners in general. Richard (2002) in (Sari 2017) states, to see the students' ability in speaking, listening, reading and writing we can find out through their vocabulary mastery. Because, vocabulary is the main component in language.

The teaching of English vocabulary is an important area which is worth trying and researching. Recently, methodologists and linguists have emphasized and recommended vocabulary teaching because of its importance in language teaching. Vocabulary is needed to express meaning and to use receptive (listening and reading) and productive (speaking and writing) skills. Students will experience difficulties in learning English if they do not learn vocabulary beforehand. Therefore, teaching vocabulary is very important. According to Richard and Lockhart (2007: 63) in (Program, Training, and Faculty 2017) learning strategies are specific actions taken by the learner to make learning easier, faster, more enjoyable, more self directed, and more transferable to new situations.

Samosir (2017) in (Pusparini and Ningrum 2020) stated that vocabulary is a stock of words which are at the disposal of the speaker or writer. According Linda Taylor "Vocabulary is central to language teaching and learning. Therefore, teaching vocabulary correctly is a very important element in language learning. Correct vocabulary Teaching involves vocabulary selection, knowledge and word techniques. Therefore, it is necessary to undertake

a study to discover an interesting method to build enjoyable atmosphere to help students in mastering vocabulary (Ratna Juwita Ningsih 2013).

RESEARCH METHOD

This study used a quantitative method. The design of this study is a quasi-experimental design involving two groups in one class. One group will be used as an experimental class with the application of the spelling bee game, and the second group will be used as a control class with conventional teaching methods. Researchers used pre-test and post-test designs as test materials for the effectiveness of using this game.

The generalization of large groups is called population. According to Arikunto (2010:173), in (Arumningsih et al. 2017) population is the whole subject of research. In this study, the study population is a grade VII student of SMPT Raudlatut Thalabah Wal'ulum at academic year 2020/2021 consisting of 30 students.

RESULTS & DISCUSSION

Quantitative research is an alternative used to analyze the effectiveness of Spelling Bee games on the students' achievement in English vocabulary mastery to the seventh grade of SMPT Raudlatut Thalabah Wal'Ulum. The results of the data collection were then analyzed using SPSS version 26. From this research, the researcher found the data which could be seen and compared from pretest to posttest.

Table.1

Group Statistics

	Group	N	Mean	Std. Deviation	Std. Error Mean
Hasil	Experimental	15	60.0000	11.01946	2.84521
	Control	15	49.3333	13.61022	3.51414

From the table above, it can be seen that the mean of posttest of experimental and control group was 60.000 and 49.333. The score standard deviation of experimental and control group was, 11.01946 and 13.61022. For the standard error of the experimental and control group was 2.84521 and 3.51414.

To know whether or not the result of Independent Sample t-test is significant, the probabilities value is consulted to 0.05 level of significance. The result of t-test was as follow:

Table.2

		Levene's Test for Equality of Variances		Independent Samples Test			t-test for Equality of Means		95% Confidence Interval of the Difference	
		F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	Lower	Upper
Hasil	Equal variances assumed	.607	.442	2.359	28	.026	10.66667	4.52155	1.40468	19.92865
	Equal variances not assumed			2.359	26.838	.026	10.66667	4.52155	1.38659	19.94675

Because the sig value section (2 tailed) in table 2 is $0,026 < 0,05$, it is determined that H_0 is rejected. As a result, it was determined that there was a substantial difference in the posttest averages of the experimental and control classes of students. Which means there is an effect of using spelling bees on students' achievement in English vocabulary mastery.

From the discusi3n above, this research gave positive effect on students vocabulary, which support the Previous study by (Sari 2017) focus on research The effect of using spelling bee games on students' vocabulary mastery. The aim is to see the effect of using the Spelling Bee game method on students. From research result, it shows that the using of *Spelling Bee* game is good technique for teaching English vocabulary especially by applying the creative-activity one, but there are also some disadvantages in using this game in teaching English vocabulary. To overcome the disadvantages of this technique, the teacher can create a good vocabulary with the certain theme which is interesting for the students. In addition, the teacher can use a supporting sound such as music to make the learning process more exciting when the students are playing the game. At the end of the learning process, the teacher can give the reward for the best team in order to motivate the students to be better next time.

Another previous research, by (Desfika 2018) with the title "The influence of using spelling bee games to improve students' vocabulary mastery to the eighth grade of SMP N 2 Gadingrejo in the first semester. This study focused on the effect of using spelling bee games to improve students' vocabulary. The result of the research that was done by the researcher showed that there was significant influence of using spelling bee games to improve students' vocabulary mastery that focuses on nouns and adjectives. The research result has been supported by several previous kinds of research that were done by Ratna Juwita and Shinta



Jeani that the Spelling Bee Game had been successful to increase students' language skill of components. So, this research and two previous kinds of research have the same result. It means that this research has enriched the students' vocabulary mastery.

The answer to the problem of the research was "There is a significant effect of the use of the Spelling Bee Game on Student Vocabulary Skills." This can be seen from the results of the students' final test which showed that students were able to get good grades after using the spelling bee game.

CONCLUSION

The findings of this study indicate that teaching vocabulary through the Spelling Bee game can help students improve their vocabulary formation. The majority of students achieved better grades after being given treatment. The result of the posttest and pretest showed a very good improvement in students' vocabulary mastery, which reflected the usefulness of the Spelling Bee game in teaching certain vocabulary themes and their pronunciation.

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