

The effectiveness of using word chain games towards the students' vocabulary mastery at SMPN 26 Bandar Lampung

Heny Cahaya Meidina¹, Muhammad Sukirlan², Lilis Sholihah³

FKIP Universitas Lampung, Jl. Prof. Dr. Soemantri Bojonegoro No. 1, Rajabasa, Bandar Lampung

¹Correspondence: henycahaya28@gmail.com

ABSTRACT

The research aimed to find out whether there was a significant effect of using word chain games towards students' vocabulary mastery in the teaching-learning process. This research was conducted on the eight grade students of SMPN 26 Bandar Lampung in the academic year 2021/2022 in the second semester. Class VIII B consisting of 28 students was chosen as the sample of this research. This research was quantitative. The design used was one group pre-test and post-test. The instrument was a vocabulary test that consisted of two parts that were pre-test and a post-test and the data were analyzed using the Paired Sample t-test in SPSS 23. The results showed that the students' mean score on the pre-test was 41.00 and the mean score on the post-test was 68.43. Besides, the improvement of students' mean scores from the pre-test to the post-test was 27.42 and the p-value of a significant level was 0.000 which was lower than 0.05. Therefore, H1 is accepted that there is a significant effect of using word chain games towards students' vocabulary mastery.

Keywords: *vocabulary mastery, word chain games*

I. INTRODUCTION

In English, vocabulary is an important element taught to students besides other elements. Learning vocabulary can develop the student's ability in studying English and hence support the students in mastering other language components in English. In order to learn the English language efficiently, it is necessary to know and master the four important skills, there are: listening, speaking, reading, and writing. Thornbury (2002) states, without vocabulary, nothing can be conveyed. In other words, the teacher should use several vocabulary teaching techniques to make it easy for students to understand the meaning of English words.

During this pandemic, various ways are done so that students can easily follow lessons. One way to encourage students to learn English independently and choose the approach they like is to choose the right media. Media is a tool that can convey information and support teaching and learning activities in English effectively (Sudiran, 2014). For students, it cannot be separated from the fact that they really need happiness in addition to their seriousness to study at school. Therefore, the media can be a method to learn something that makes them feel happy and interested.

The selection of appropriate and innovative media and learning techniques can help students overcome vocabulary problems. Seeing the problems faced during the process of learning

English at SMPN 26 Bandar Lampung, the researcher found a problem in the study, namely weaknesses in the method of delivering material related to vocabulary. Based on the pre-observation that has been done by the researcher, that learning vocabulary in class makes students not interested and feel bored when learning English. Therefore, researcher want to try media that make students more interested in learning English, especially in improving students' vocabulary skills. One of the media that can be used to teach vocabulary is Word Chain.

The benefits of the Word Chain game are very helpful for students to motivate students so that they become more interested in learning vocabulary. According to Caroll (2007) states that Word Chain is a kind of game with the purpose to improve the players' ability in vocabulary or words. It means that playing the game makes students easy to increase their ability to comprehend the words. Based on the statements of experts, it shows that the use of Word Chain games provides advantages towards students' vocabulary. Based on the introduction that has been explained, this study aims to examine whether there is a significant effect of using a word chain game toward students' vocabulary mastery.

II. METHODS

This research used a quantitative approach in analyzing the data and used a one-group pre-test-post-test design. The pre-test was given to know students' prior vocabulary mastery and the post-test was given to investigate whether there is a significant effect of using word chain games towards students' vocabulary mastery in learning English vocabulary. Referring to Setiayadi (2018), the research design is illustrated as follows:

T1 X T2

Notes:

T1 : Pre-Test

X : Treatments (the word chain games)

T2 : Post-Test

Participant

The population of this research was the eighth-grade students of SMPN 26 Bandar Lampung in the academic year of 2021/2022. Meanwhile, the sample was one class as an experimental class. Furthermore, the researcher chose one class as the sample of this research which consisted of 28 students using purposive sampling.

Instrument

In this study, the instrument of this research was vocabulary tests were used with the aim of finding the answer to the research question, of whether there is a significant effect on students' vocabulary mastery after the students were taught using word chain games in learning English vocabulary mastery before and after applying the word chain games in the teaching and learning process by comparing the mean scores of pre-test and post-test. The tested vocabulary is content words, i.e., nouns, verbs, adjectives, and adverbs taken from the 8th-grade English textbook that were randomly selected from the vocabulary range in the book by using systematic random sampling. The test consists of 50 multiple-choice questions, in which the

students must choose one of the four options provided (A, B, C, and D). Then, for the pre-test and post-test were utilized Paired Sample T-Test to analyze the data using SPSS (Statistical Program for Social Sciences).

III. RESULTS AND DISCUSSIONS

Results

The purpose of this research is to find out whether there is a significant effect of using word chain games towards students' vocabulary mastery. The researcher conducted the research in the eighth year of SMPN 26 Bandar Lampung from 19 April 2022 to 24 May 2022. There were five meetings, a pre-test was administered to the students in the first meeting, and after giving the pretest to the students, the experimental was given treatment by using word chain games as a media for three meetings. In order to see the significant effect of students' vocabulary mastery, the post-test was conducted after they were given the treatment.

Table 1. Comparison in Students' Vocabulary on Pre-Test and Post-Test

	Pre-Test	Post-Test	Gain
Total	1148	1916	762
Mean	41	68	27

Table 4.1 compares the results of the pre-test and post-test, which provides that the total pre-test score is 1148 and the post-test total score is 1916; The mean score of the pre-test is 41.00 and the mean score of the post-test is 68.43. It could be explained that the mean of students' scores on the pre-test and post-test are different and increased from 41 to 68. Students' mean scores increased by 27 points from the pre-test to the post-test after the students were given the treatments. It indicates that there is an improvement in students' vocabulary mastery before and after the students were taught word chain games in learning English vocabulary.

Table 2. Mean Scores of Pre-Test and Post-Test

	Mean	N	Std. Deviation	Std. Mean Error
Pre-test	41,00	28	15,743	2,975
Post-test	68,43	28	17,399	3,288

Table 3. The Differences in Students' Vocabulary in Pre-Test and Post-Test

		Paired Differences					
		Std. Deviation	Std. Error	95% Confidence Interval of the Difference		t	Sig. (2-tailed)
Mean	on	Mean		Lower	Upper	df	

Pai	pretest	-							
r 1	-	27.42	18.681	3.530	-34.672	-20.185	-	27	.000
	posttes	9					7.769		
t									

Based on Tables 4.2 and 4.3, it can be seen that the student's scores have increased and the T-test shows significant results; Sig. (2-tailed) = 0.000 at a significant level of 0.05 ($0.000 < 0.05$). The data shows that the degree of freedom is 27, the *t-value* is 7.769 and the *t-table* is 2.051 (see Appendix 10) with a significant level of 5%. It means the *t-value* is higher than the *t-table*; as of, the hypothesis (H1) proposed in this study is accepted. It can be concluded that there is a significant effect of using word chain games as the media in learning English vocabulary.

Discussion

Based on the results of this study, the researcher found that teaching vocabulary through word chain games media provides a significant effect to the students' vocabulary achievement. The results could be seen from the students' pre-test scores and the students' post-test scores increased. This finding supports previous research findings by Fitriani and Sitepu (2018). They reported the result of the students' tests from the experimental and control group. The average score between the pre-test and post-test on the experimental group was 20.4. While the average score between those tests was 10.6. It means that the difference in the average score on the experimental group was higher than the control group. There was a good improvement in the experimental group's achievement after they received the treatment by using word chain games in teaching vocabulary mastery. Moreover, it supports the research findings by Firmansyah (2015) who did experimental research at SMP Negeri 26 Surabaya in the 2018/2019 Academic Year. His research result shows that using word chain games encourages students to participate actively in the class, to speak the target language more, and makes the students enjoy and be interested in the lesson because this activity is fun in learning vocabulary

In the implementation of word chain games, the researcher found that teaching vocabulary mastery through word chain games made students more interested and excited in learning English so that their English skills could improve. They also got fewer difficulties in modifying the words they had found, identifying the class of words, and using it in an appropriate context. The students found it easier to learn vocabulary in the classroom and were more active and enthusiastic to join the meaningful and contextual activity. They learned to share and cooperate in communicative activities in the classroom. Those assertions are backed up by Cullen-Trussell (2012), who expressed a similar viewpoint that the word chain games are one of fun, enjoyable and creative games which it plays with words. Word chain games can make very interesting classroom displays. Playing word chain games is one way to get to know new people and become comfortable with new surroundings.

Following the discussion above, it can be concluded that there is a considerable difference in students' vocabulary mastery after being introduced to word chain games. A word chain games as a media for teaching vocabulary is very useful because in the end, the students made improvements on the vocabulary words.

IV. CONCLUSIONS AND SUGGESTIONS

Conclusions

The objective of the current study is to find out whether the implementation of word chain games as an English teaching media could provide a significant difference in students' vocabulary mastery. In line with the results of the test, there is a significant difference in students' vocabulary mastery after applying the word chain games in learning vocabulary with sig. (2-tailed) $0.000 < 0.05$. The word chain games provide a significant difference in students' vocabulary mastery, in which there is an increase in students' scores on the post-test. Besides that, using word chain games makes it easier for students to understand the material because this strategy is easy to implement and interesting, and makes them more active and enjoy the teaching-learning process. It means that the word chain games are effective in teaching vocabulary.

Suggestions

Considering the conclusions, the researchers provide suggestions to several parties. In implementing word chain games in teaching vocabulary, the teacher provide material using word chain games in order to students interested to learn English as an alternative media in teaching vocabulary. That way, the student can be excited to be actively involved in the class through the use of this media.

This research was conducted on the eight grade students of SMPN 26 Bandar Lampung. Therefore, further researchers can try to discover the effect of word chain in different levels of school. It is also possible to apply this media to teach other skills. Besides that, this research is aimed to find out the students' improvement in vocabulary achievement.

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