A STUDY WORD WALL APPLICATION FOR ADDITION OF VOCABULARY MASTERY TOWARD THE TENTH GRADE STUDENTS AT SMAN 1 KAMAL

Putri Shania Fatmawati[1], Moh. Arief Wahyudi[2]
STKIP PGRI Bangkalan
E-mail: **shaniaromadon715@gmail.com**

ABSTRAK :

Dalam melakukan proses belajar-mengajar, sebagai seorang guru seharusnya dapat memilih dan menggunakan beberapa media pembelajaran yang sesuai dan dapat menciptakan suasana yang menyenangkan didalam kelas. Serta mampu membuat siswa menjadi lebih bersemangat dalam belajar. Penelitian ini bertujuan bertujuan untuk mengimplementasikan aplikasi berbasis game yaitu Word Wall untuk mengetahui pemahaman kosakata siswa di SMA Negeri 1 Kamal pada mata Pelajaran Bahasa Inggris, Siswa merasa lebih jenuh dan merasa tidak puas dengan penyampaian materi atau pemberian tugas yang terus menerus secara konvensional. Dengan mengimplementasikan media pembelajaran Word Wall tersebut, siswa dapat mengetahui pemahaman kosakata dan memahami materi yang telah diberikan oleh guru. Dalam penelitian ini peneliti menggunakan metode kualitatif. Adapun jenis penelitian yang digunakan adalah pendekatan deskriptif kualitatif. Penelitian dilaksanakan di SMA Negeri 1 Kamal. Subjek penelitiannya adalah siswa kelas sepuluh. Teknik pengumpulan data yang digunakan peneliti antara lain: observasi, wawancara dan dokumentasi. Dan dari hasil penelitian ini telah menunjukkan bahwa kelas sepuluh dapat menggunakan Word Wall sebagai media pembelajaran, hal tersebut bisa dibuktikan dengan siswa yang lebih antusias dalam melakukan proses pembelajaran. Mereka juga tidak merasa jenuh bahwa pembelajaran yang diberikan akan terasa monoton.

Kata Kunci: Word Wall Application, Vocabulary Mastery

ABSTRACT:

, In carrying out the teaching and learning process, as a teacher you should be able to choose and use several appropriate learning media that can create a pleasant atmosphere in the classroom. And able to make students more enthusiastic in learning. This research aims to implement a game-based application, namely Word Wall, to determine students' vocabulary understanding at SMA Negeri 1 Kamal in the English subject. Students feel more bored and dissatisfied with the conventional delivery of material or continuous assignments. By implementing the Word Wall learning media, students can understand vocabulary and understand the material provided by the teacher. In this research, researchers used qualitative methods. The type of research used is a qualitative descriptive approach. The research was carried out at SMA Negeri 1 Kamal. The research subjects were tenth grade students. Data collection techniques used by researchers include: observation, interviews, and documentation. And the results of this research have shown that tenth graders can use Word Wall as a learning medium, this can be proven by students who are more enthusiastic in carrying out the learning process. They also do not feel bored that the learning provided feel monotonous.

Keywords: *Word Wall Application, Vocabulary Mastery*

PENDAHULUAN

The use of the internet in education can help teachers and students during the defense process in terms of gathering some information about the material. In the learning process, especially in learning English, the teacher always explains the material with lectures in English followed by translation, then immediately gives assignments with the material that has been explained previously. Meanwhile, many students do not even understand what the teacher has explained. English is one of the subjects that many students do not like, they find English lessons very difficult to learn because of their lack of vocabulary mastery. (Tri, 2011)Vocabulary has a very important role in foreign language learning. The reason is, vocabulary is one of the elements that connects four language skills, namely speaking, listening, reading, and writing. Apart from the lack of understanding of students' vocabulary mastery, sometimes the delivery of material by teachers to students feels very boring. Many students are bored with the way teachers teach the same method at every meeting. This makes students passive in the learning process. Therefore, teachers are required to teach well, and of course by using media that makes students more enthusiastic and motivated by the material being taught. One way is to use game-based applications such as Word Wall. Therefore, in this study the researcher wants to know how to use Word Wall as a learning medium to determine the vocabulary understanding of tenth grade students at SMA Negeri 1 Kamal, especially in English subjects, with further research: 1) How does the implementation of Word Wall application to teach vocabulary for the tenth-grade students at SMA Negeri 1 Kamal? 2) How does the students respond in teaching vocabulary toward Word Wall application? Review of literature, Word Wall application is Game-based applications that are commonly used as one of the learning media, learning resources or assessment tools that are of interest to students. Word Wall is commonly used to create learning media in the form of word quiz games as well as interesting word-based games. (Mohammad Fikriansyah Idzi' Layyinnati, 2022)Word Wall can be interpreted as a web-based application that we can use to create fun quiz-shaped games for students. Word Wall apps are perfect for designing and reviewing learning assessments. According to (ALQAHTANI, 2015), What is meant by vocabulary is one of the areas of knowledge in language, which plays a very important role for learners in acquiring language. Vocabulary is word for word that contains special meanings related to the text in order to make it easier to understand the text and translate it. In addition, there is an opinion from (Raskova Octaberlina et al., 2020) which states that vocabulary is a word that people understand according to its meaning and usage. Vocabulary is one of the main components that are very important in English language skills such as speaking, reading, writing, and listening.

RESEAECH METHOD

According to (Nurholis, 2019) this study intends to understand what phenomena the subject of research experiences holistically, and by means of descriptions in the form of words and language, in a special context of a natural nature and by utilizing various scientific methods. In this research, researcher use qualitative research, the type of research that can be used qualitative descriptive type, which is research those studies existing

problems. The type of qualitative descriptive research used in this study is intended to obtain information about the vocabulary mastery of SMAN 1 Kamal students using the application. The subjects of this study are tenth grade at SMA Negeri 1 Kamal. There are several data collection techniques that the researcher uses, this observation was carried out to find out the conditions and conditions of the school that was the research site. And data collection carried out through direct observation of how to use the Word Wall application in real classrooms, to corroborate data accompanied by recordings of the state or behavior of objects that have been targeted. This was followed by an interview conducted with one of the English subject teachers and tenth grade students. Researchers also documented each of these activities. Researchers also provided a questionnaire to find out how students responded to the implementation of Word Wall as a learning medium in class. Data reduction it means selected data are included in the needed data. Data display, presented the process showing data simply in the form word, sentences, narrative and etc collect mastered by the researcher as the basic to take appropriate conclusion. Drawing conclusion, it the last phase researchers summarized the discussion to make the conclusion.

RESEARCH FINDING AND DISCUSSION

1. Result of Observation

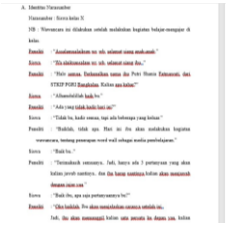
The first thing the researcher did was observe the teaching and learning process carried out by one of the English subject teachers. The research was carried out under very normal conditions with real class activities. This activity was carried out in a class consisting of a teacher and several students, using Word Wall media to improve the vocabulary understanding of class X students at SMA Negeri 1 Kamal. This activity is carried out based on the Learning Implementation Plan (RPP), which starts with the Introduction, Core Activities, and Closing.

2. Result of Interview

This interview was aimed at English teachers and tenth grade students at SMA Negeri 1 Kamal. With this research, the researcher help introduce an application that makes it easier for teachers and students to better understand vocabulary, through a game-based application, namely using Word Wall.

"Sebenarnya, aplikasi word wall ini bagus sekali untuk media pembelajaran, karna dalam bentuk permainan mbak, word wall ini kurang lebih sama seperti quizizz game itu mbak. Misalkan diberi tugas dengan menggunakan word wall, anak-anak merasa enjoy mengerjakannya."

She gave a response that Word Wall was a good application and suitable for use in the learning process. Word Wall also makes the classroom atmosphere more enjoyable so that students are more active and enthusiastic in learning. And here is an interview for tenth grade students:



3. Result of Questionnaire

This questionnaire contains students' responses to the use of the Word Wall.

From the results of the questionnaire that has been given, there are 36 children who have filled out the questionnaire. From these results, we can see the responses of students who predominantly agree rather than disagree in the use of Word Wall to improve vocabulary

comprehension of grade X students at SMA Negeri 1 Kamal.

CONCLUSION

The use of learning media such as game-based Word Wall for English subjects, can make students more active and more creative. This is proven by students who can make presentations and express their opinions in front of the class and other themes.(Mohammad Fikriansyah Idzi' Layyinnati, 2022) The Word Wall application can increase children's abilities in children's cognitive creativity. Although there are some difficulties and words that are not easy to understand, students can understand them. The delivery of complex material also makes it easier for students to understand the material.

From these results, it can be concluded that even with some obstacles, the application of this Word Wall has proven successful and can provide an increase in understanding of grade X students at SMA Negeri 1 Kamal. Students are also motivated by the Word Wall as a class X learning medium at SMA Negeri 1 Kamal.

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