THE EFFECT OF THE WORDWALL APPLICATION IN ELT ON UNDERSTANDING GRAMMAR TO THE HIGH SCHOOL STUDENTS

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Abstrak:
Grammar Merupakan salah satu aspek penting sebelum mempelajari keterampilan bahasa inggris. Karena siswa kami siswa kekurangan kosakata. Guru harus menggunakan strategi untuk memecahkan masalah tersebut. Salah satu membuat strategi membuat wordwall. Penelitian ini bertujuan untuk mengetahui pengaruh signifikan antara penggunaan wordwall terhadap penigkatan penguasaan kosa kata siswa. Penelitian ini dilakukan dengan menggunakan metode kuantitatif dengan desain quasi eksperimen. Pemahaman membaca sangat penting dan harus dikuasai karena tujuan utama dalam pembelajaran bahasa inggris adalah siswa mampu membaca dalam bahasa inggris dengan baik.

Kata Kunci: Media, Penerapan, Pemahaman Tata Bahasa (Membaca)

Abstract:
Grammar is one of important aspect before learning skill of English. Because of student use of the student lack of vocabulary. The teacher should use strategy to solve the problem. One of the strategies make wordwall. This research aims to know the significant influence between the use of wordwall improve students vocabulary mistery. This research is done by using quantitative method with quasi experimental design. Reading comprehension is very important and must be controlled because the main goal in learning English that students are able to read in English well.

Keywords: Media, Application, Understanding Grammar

INTRODUCTION

Application is software containing code that can modified according to wishes. Many applications can be used in learning to make education easier such as Quizziz, Kahoot, Kuizlet, and Wordwall. Therefore, it's necessary to look for alternative solutions for effective learning media, fun and easy to understand so that student are antusiastic about learning, Especially in vocabulary mastery. By utilizing existing technology, in learning uses more modern media, namely using the wordwall application.

In this research, wordwall was chosen because it has advantages among them are many types of games can be used as quiz, puzzle croos (cross word), find the match, random wheels, true or false (true or false) So on. There are also learning evalution features in the form of leaderboard and can view errors in each question by students, and there is a percentage value to find out the most difficult questions to the most difficult questions easiest.

Wordwall can be used as a learning resource and tools, equipped with tools online-based assessment (Sari danYarda,2021). This application is also easy to use, there is no payment for basic options, you can operated anywhere because activity on the application can be shared via whatsApp, Google classroom, E-mail and can be printed in PDF form to make it easier for students who have problems using the wordwall application.

Wordwall is a gamification application network-based digital that provides various game and quiz features. This application developed by a company from United Kindom, Visual Education Ltd. (Khairunisa:2021). Wordwall is a learning medium that must be used not only displayed or viewed. This media can be designed to increase activities study groups and also involve student in making them and being active in learning.

Apart from that the aspects No less important in learning a language is mastery vocabulary. Usman dkk (2019) Argue that vocabulary is a crucial factor must be mastered by the learner for the sake of success in the language it's self. Therefor, for to improve these for language skill, a learner needs to master as much vocabulary as possible.

Arcording to Gali (2019), written text is the most effective way in implementing teaching reading to the students rather than the others way or method. However we need to modify the written text which we will give or show to students. In other words, we need to consider their interest in certain passage or it can attract their curiosity in reading the passage and hopefully students will continue the reading activity or become and autonomous reader. That data has been observed and implemented by some schools, and it can reveal the results in some Indonesian schools.

According to Guthrie et. al. Reski (2018) states that reading comprehension will be more effective if supported by interest. In this case, from this view it can be concluded that reading comprehension and interest have a strong relationship because reading comprehension will supported by interest. Based on research conducted by Reski (2018), the result were found most students have very little interest in reading, this shows that when they do assigments related to reading, consisting of several passages simple. They prefer to answer the passage directly without having to read it, Factors it can't be ignored in teaching reading comprehension.

In the Indonesian context, at the school level, Tobing (2019) examined the relationship between the use of reading strategy and reading comprehension of 138 high school students in Indonesia. The SORS wasapplied to collect data on the reported reading strategy use of participants with a reading test to measure their reading comprehension ability. The overall use of reading strategies had a significant relationship with reading comprehension ability, although the individual categories did not. This finding is consistent with an investigation of the correlation between the use of overall reading strategies and reading comprehension ability of 56 EFL Indonesian English-major students in Indonesia in a study of Par (2020), who employed the SORS to elicit their reported reading strategy use. Furthermore, in this study the participants reported that they tended to use problem-solving rather than global and supporting strategies. Likewise, in the Vietnamese context, a significant relationship between the overall reading strategy use of 123 EFL Vietnamese university students and their reading comprehension.

a. Wordwall application

Wordwall is an interesting application in the browser. This application is special aims to be a fun learning resource, media and asssement tool student. On the word wall page, examples of the teacher's creations are also provided so that new users can get an idea of what creativity will be like. Wordwall can be interpreted as a web application that we use to create games fun quiz based. This web

application is suitable for designing and reviewing a learning assessment.

b. Grammar

Grammar is a type of language rule that regulates the criteria for using words and sentences, the position of grammar studies is the main one in language learning. Especially in the structural approach. Grammar is a study material for teachers and language learners.

The purpose of Reading in skill Reading English encompasses several key aspect:

1). Comperehension

Reading comprehension is the text ability to procces text understand the meaning of text and combine it with what the reader knows.

2). Learning

Can find Indivuals' ability to understand text is influenced by their skills and their ability to process information.

3). Relationship Building

Reading is a type of language skill through receptive writing because by reading a person will gain information, knowledge and new experiences that have never been known before. Therefore by reading we can increase our thinking power and broaden our horizons.

c. Critical Thinking

Critical reading is a reading activity involves higher thinking skills. Because in someone's critical reading said to be able to understand,analyze, evaluate the reading be read. Critical reading skills a person is also very determined by critical thinking. Critical thinking is a scientific process in learning which involves ability uncover, capture, analyze, draw conclusions, and take benefit from the process. A students with critical thinking skills expected to unleash potential thinking and reasoning power in the process learn to gain benefits cognitive, affective, and knowledge psychomotor. By having the ability

critical thinking and high interest in reading collectively expected by students have critical reading skills It's good so far Next, children are more careful and critical in responding to various incidents, phenomenon or problem especially in an era full of openness like now, where the current information is very difficult to contain so Children can read and watch positive and negative events which is happening all over the world rapidly. From the description above it can be said that there are differences in critical reading abilities among students who have them high critical thinking skills with students who have a high interest in reading.

d. Game

According to mufid (2022), Online games are games that connected using an internet network so that it can be played by many people simultaneously. Online games can also be interpreted as a game using a network, where interaction between fellow players aims to carry out missions and obtain the highest scores in the world virtual. Perfect graphic technology can be a special attraction for users online game player.

In the beginning, learning media only functioned as a tool to help teachers learning activities in visual form such as picture, objects, models and ets. In the era of revolution 4.0 which will lead to the current era of society 5.0, it is growing rapidly technological development have an impact on the world of education, one of which is the development of digital or technology based learning media. Use digital learning media in education has the potential to change traditional paradigm of learning, bringing a more interesting learning experience, collaborative, and relevant to students' daily lives. Digital learning media allows students to learn independently or collaboratively, explore material in an

interactive way, and develop skills which is relevant to the ever- growing digital world (Nugraha, 2022).

Educational games can be created and developed by appropriate teachers with the learning objectives to be achieved. However not all teachers have the competence in developing educational games interactive so thatit can attract the interest of students fun and not boring. With Advances in technology information and communications currently on the internet there are many games available education that can be used by teachers as a learning medium, of course, choosing the right educational game must be adjusted with learning materials and objectives, educational level or age, as well as ease of access and the need for devices to run it. (Kustari, 2021)

This website-based application can be used to create learning media such as random words, word searches, airplanes, quizzes, random wheels, popping balloons, anagrams, ets. What's more interesting, apart from that, users can provide access to the media they have created online, can also be downloaded and printed on paper. This application provides 18 templates that can be accessed for free as well as users can change the template from one activity to another in one study material easily and quickly. Teachers can also make content created as an assignmet. (Ariwibowo, 2021).

The advantage of the wordwall game is that the game provides more than just a visual reminder in information that is being studied because the game can provide and opportunity to interact with student. Another factor that can improve student learning outcomes after using the wordwall game is its interactive nature. Wordwall is a game that is very good at creating a conducive learning atmosphere, and the visual reminders attched to the wordwall game. Analysis by Idrus et. al. (2021) in using

word walls for learning can increase vocabulary. The success of learning science in this research also lies in the dual function of game wordwall. Apart from functioning as the main media during learning, wordwall games can also function as a medium to help student learn independtly outside of study hours. Another benefit of wordwalls is that they provide references for students in learning (Pradani, 2022).

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Based on the above background, the researcher interesting to find out how far understanding of grammar is through the wordwall application, Especially among Class IX students of Mts Raudlatul Ulum Klampis with entitled "*The Effect of the Wordwall Application in ELT on Understanding Grammar to the High School Students.*"

METHOD

Research design way is a way of researcher to collect and analyze data. In this research, researcher uses quantitative research. Quantitative research focuses on gathering

numerical data and generalising it across groups of people (Sibanda : 2009). The recent study is an experimental research to find out the result of a certain method. In this research, the researcher used Pre-experimental research. In a Pre-experimental research, the group is given a pre-test before the experimental treatment. After the treatment is finished, the post test is administered to see the achievement. The effectiveness of the instructional treatment is measured by comparing the average score of the pretest and the post test. (Latief, 2015 : 98). Researcher uses one class in the research as a sample.

In Pre-experimental research design research, researcher used One Group Pretest-Posttest Design. The researcher gave treatment in the sample by using Games technique by giving pretest and post test.

Population means generalization region consists of: object / subjects that have certain qualities and characteristics are determined by investigators to be studied and then drawn conclusions (Sugiono in Heryanto, 2013:36).

Hanlon at. al (2011 : 7) states that sample is a subset of the individuals in a population; there is typically data available for individuals in samples. The sample was taken by nonrandom in Mts. Raudlatul ulum student which each class consists of 23 students. The class was IX A. The researcher gave treatment in the sample class by using Team Games technique by using pretest and post test.

In this research, the researcher used nonrandom sampling method in purposive sample because it consists of individuals who have special qualifications of some sort or are deemed representative on the basis of prior evidence. It is based on the qualification data from the English teacher included as the data

skill of students at the tenth in Mts. Raudlatul Ulum.

Instrument is a means which is used to gain the data. The use of instrument is quite important in a research. The instrument of this research uses test.

A test is a standard set of questions to measure the cognitive knowledge or comprehension. In this research, the researcher used multiple choices to collect the data. Researcher gave 25 questions in part of objective text in 45 minutes. Every right answer, it was multiplication by 4 and the maximum scores are 100 scores. A test was saying to be good if it is valid and reliable. To ensure that the test was already good both its validity and reliability will establish.

Validity is the degree to which any measurement approach or instrument succeeds in describing or quantifying what it is designed to measure (Weiner, 2007). The researcher will use content related evidence. "the essence of content validation is determining the adequency of sampling. More formally, content validation is the process of determining the extent to which a set of test tasks provides a relevant and representative sample of the domain of tasks under consideration" (Latief, 2015:227).

Reliability is the degree to which a measurement technique can be depended upon to secure consistent results upon repeated application (Weiner, 2007). The researcher used external reliability. The technique of the types of reliability was parallel technique. It is called double test or double trial technique. It means that the researcher arranged two instruments which both of them gave to a group of respondent (the respondent is not students who becomes as sample).

FINDING AND DISCUSSION
Finding

Paired sample tests are often referred to as paired-samples t tests. Tests for paired sample data compare two variables for a sample group single. This test calculates the difference between the values of two variables for each case and tests whether the average difference is zero. The data criteria for the paired sample test are that the data for each pair is tested on an interval or ratio scale and the data is normally distributed.

Sample: case

A student wants to conduct research to improve students' understanding abilities with a new method. The student takes a class to be used as research class,before giving a new treatment/method the student measure the student's initial abilities by carrying out a test/exam, then the student is given a new treatment/method. At the end of the meeting the students gave a test /exam. Next, it will be measured whether the new method proposed by the student is valid.

Tabel 1. Student Data Result of Second Semester

NO	Name	Pretest	Protest
1.	WA	75	80
2.	ZK	75	80
3.	NH	75	80
4.	MH	70	80
5.	BS	70	80
6.	MN	70	
7.	UB	70	
8.	AS	80	82
9.	JH	80	
10.	AM		80
11.	RA		80

Based on the results of the output above, it can be obtained that the average value of the pretest is 69.450 and the posttest is 71.450 with a significant value (2-tailed) of $0.000 < 0.05$, so it is concluded that wordwall media on learning grammar comprehension of pseudo-experimental research on class students shows the influence/difference in the average before and after using wordwall on student grammar understanding.
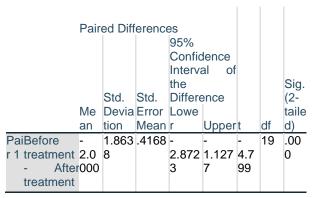
Discussion
Paired Samples Statistics

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	Before treatment	69.450	20	4.1482	.9276
	After treatment	71.450	20	4.2112	.9417

Paired Samples Correlations

	N	Correlation	Sig.
Pair 1	Before treatment & After treatment	20	.901	.000

Paired Samples Test

	Paired Differences							
				95% Confidence Interval of the Difference				Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	Lower	Upper	t	df	
Pair 1 Before treatment - After treatment	-2.0000	1.8638	.4168	-2.8723	-1.1277	-4.799	19	.000

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CONCLUSION

The results of the study on the effectiveness of the Applicaton wordwall learning model in enhancing reading skills thorugh pre- test and post test for students has yielded significant findings. By intergrating principles from Ausabels and Thomdike's theories, the study demonstrated positive impact on students' reading abilities, aligning with existing research and theories. The research instument's validity and realiability were confirmed, and the results indicate a significant improvement in listening comprehension in the experimental group compared to the control grou. The study underscores the importance of innovative teaching approaches, such as the wordwall model, in language education and highlights the potential of wordwall as a tool to enhance students' engangement oand proficiency reading. Overall, the study contributes valuable insight to field of language education, emphasizing the effectiveness of the wordwall learning model in improving student's reading skills and promoting active learning strategies in the classroom.

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