

THE EFFECT OF WORD SEARCH PUZZLE TEACHING MEDIA TO THE VOCABULARY MASTERY OF GRADE SEVEN

Doris Yolanda Saragih¹, Firinta Togatorop²

Email dorisyolandasaragih123@gmail.com, firintatogatorop@gmail.com

Politeknik Bisnis Indonesia, Jl. Sriwijaya, Melayu, Kec. Siantar Utara, Kota Pematang Siantar, Sumatera Utara, Indonesia

Abstract

This research examined about coherence and unity of the students' writing descriptive paragraph at Grade VIII in SMP Negeri 2 Pematangsiantar. The problem of the research is : How are the students' coherence and unity in writing descriptive paragraph at grade VIII of SMP Negeri Pematangsiantar. This research was designed as qualitative research in which the data was analyzed inductively. The researcher used one class to analyze their writing. The data was taken from writing essay from the students in Eight-9 class. The students are grade VIII at SMP Negeri 2 Pematangsiantar as the subject of this research. The result of this research showed that there are still many students' writing that do not contain coherence and unity, they are: coherence and unity or advance criteria are 6 students, intermediate 9 students, Basic criteria are 6 students, Beginner criteria are 4. By seeing the research findings, the researcher concluded that the ability of the students in writing descriptive paragraph is still did not able to writing with coherence and unity.

Kata Kunci: Writing, Descriptive, Coherence, Unity

Abstrak

Penelitian ini mengkaji tentang kemampuan siswa dalam menulis paragraf deskriptif yang mengandung koherensi dan kesatuan di kelas VIII di SMP Negeri 2 Pematangsiantar. Permasalahan penelitian ini adalah : Bagaimana koherensi dan kesatuan tulisan siswa dalam paragraf deskriptif di kelas VIII SMP Negeri Pematangsiantar. Penelitian ini dirancang sebagai penelitian kualitatif yang datanya dianalisis secara induktif. Peneliti menggunakan satu kelas untuk menganalisis tulisan mereka. Data diambil dari penulisan esai dari siswa di kelas Delapan-9. Siswa kelas VIII SMP Negeri 2 Pematangsiantar dijadikan subjek penelitian ini. Hasil penelitian menunjukkan bahwa masih banyak tulisan siswa yang tidak mengandung koherensi dan kesatuan, yaitu: kriteria koherensi dan kesatuan atau tingkat lanjut sebanyak 6 siswa, kriteria menengah sebanyak 9 siswa, kriteria Dasar sebanyak 6 siswa, kriteria Pemula sebanyak 4 orang. Dengan melihat temuan penelitian, penulis menyimpulkan bahwa kemampuan siswa dalam menulis paragraf deskriptif masih belum mampu menulis dengan koherensi dan kesatuan.

Kata Kunci: Tulisan, Deskripsi, Koherensi, Kesatuan

Introduction

Language is a kind of human communication that involves arranging sounds or spoken words to create larger units like morphemes, words, and sentences. Noermanzah (Fajriah et al., 2020) explains that language is a message given in the form of expression as a medium of communication in specific contexts during diverse activities, in accordance with Devitt & Hanley (Karunia, 2022). Vocabulary is one of many facets of language (Hasani & Rasouli, 2015). A person's vocabulary is a list of words they are familiar with (Putri Eka Mawardani et al., 2021). A person's vocabulary is also their collection of words Linse (Fahitah & Watini, 2021).

The researcher focused on the students' vocabulary with Word Search Puzzle is a random word search game, which to complete the game you have to find the first letter of the word from a collection of letters (Papadakis et al., 2018). According to Vossoughi & Zargar (2009), Word-search-puzzle game is one of many instructional games that reinforce word-level onto a grid and persuades the class to make suggestions for the puzzle clues (Hukom, 2021). The existence of learning media is very important so that the teaching and learning process can be conveyed properly from the teacher to the students. Media, as defined by the Association of Education and Communication Technology (AECT) and cited by Arif S. Sadiman in 2011, refers to all platforms via which people distribute messages and information (Iswara et al., 2023).

Word search puzzle is a word search game in the form of randomly arranged letters. According to (Setyawan & Susanto, 2019), the word search in its simplest form provides a list of words that have been placed in a box of seemingly random letters. According to (Malan, 2020), puzzle and games are obvious types of self-motivating activity which are interesting and challenging to teach language in a relax atmosphere, and interestingly. argued that an interesting material and media in teaching language is word search Puzzle (Yusnaya, 2023). Based on the opinions of the experts above, it can be concluded that word search puzzle is a game in the form of a list of random words that is placed in a box, which has advantages and effectiveness in learning vocabulary. This is definitely an interesting and challenging self-motivation activity to teach (Saifullah et al., 2022).

In this research, the conceptual framework is shown in the diagram as follow:

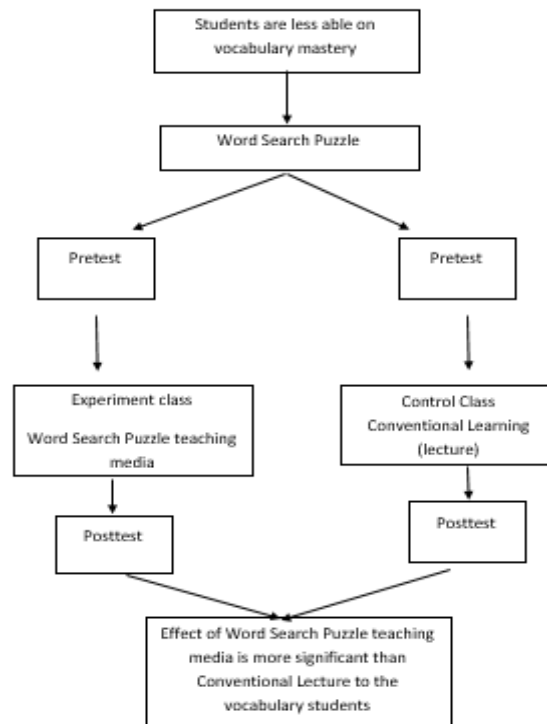


Figure 1. Conceptual Framework

Metode

This is research quantitative methods with using quasi-experimental design with two groups pre-test and post-test. According to Ary (Hoppe & Kleinen-von Königslöw, 2023) stated that Quantitative research uses objective measurements to gather numeric data that are used to answer questions or test predetermined hypotheses", which is consist of pre-test and post-test in order to know the effect of Word Search Puzzle teaching media to teach students vocabulary mastery of grade seven of SMP Negeri 12 Pemaangiantar. A quasi-experimental design used to determine the possible causes and effects between the independent variable and the dependent variable (Yimtae et al., 2018). The population in this study was seven grade students of SMP Negeri 12 Pematangiantar. Quantitative data was taken from students' testing vocabulary. There is no division of subjects randomly into two groups, namely the experimental class and the control class. Both classes did pre-test and post-test and only the experimental class was given treatment (Wazeer, 2023). The quasi-experimental research design is used to identify any casual impact between the independent variable and dependent variable with groups that were not randomized assigned. In the quasi-experimental there were two types of groups, they were experimental and control group (Siosan et al., 2021). Those groups were given a pretest and a posttest (Cieza & Lujan, 2018). What made two groups different is that the experimental group is given a certain treatment after pretest. The following table shows the design of the study.

Table 1. Design Of The Study

Group	Pretest	Treatment	Posttest
Experimental	✓	Word Search Puzzle	✓
Control	✓	Conventional	✓

Table 2. Criteria Of The Score

Criteria	Score
Very Good	80-100
Good	60-79
Poor	30-59
Very Poor	0-29

Data collecting is crucial to research operations because it affects the availability of information.

required to address research challenges and ensure that the results reached are accurate. Consequently, it is important to use the proper data collection strategies when doing research (Fordington & Brown, 2020). Following are the data collection methods employed in this study:

Pre-test is conducted to find out the result and the mean score of the group. The same pre-test was given to the experimental and control groups to investigate the students in testing vocabulary. In the pre-test students answer question fill in the blank (Reyes-Chua & Lidawan, 2019).

Treatment

The treatment will only be given to experimental class. Word Search Puzzle teaching media is used in this treatment. The control group class only used conventional (lecture) in the teaching and learning process.

Post Test

After conducting the treatment, a post-test is applied to the both groups (experimental and control class). The

function of post-test was to get mean scores of experimental and control group (Rakimahwati et al., 2022). The purpose of the post-test was to determine the effect of students' ability to testing vocabulary after being given the Word Search Puzzle treatment (Chotimah & Astiyandha, 2022).

Technique of Data Analysis

Data analysis will be carried out after all the required data has been completely collected. In this research, the researchers will use some patterns/formulates to find out the score of the students and also to find out the effect of Word Search Puzzle (Sipayung, 2021).

1. Scoring test

$$S = \frac{T}{n} \times 100$$

S	= Score
T	= Correct answer
n	= number of items

2. Finding mean score of each group

$$\bar{X} = \frac{\sum fx}{N}$$

\bar{X}	= the average score
$\sum fx$	= sum of the raw score
N	= number of items

3. Finding standard deviation of each group

$$S = \sqrt{\frac{\sum d^2}{N-1}}$$

\sum	= standard deviation
S	= sum of mean deviation
d^2	
N	= number of items
1	= constant number

4. Finding standard error of difference of mean

$$SE (\chi_e - \chi_c) = \sqrt{\left(\frac{se}{\sqrt{N_1}}\right)^2 + \left(\frac{sc}{\sqrt{N_2}}\right)^2}$$

(Hatch & Farhady, 1982)

SE	= standard error
se	= standard deviation of experimental
sc	= standard deviation of control
N1	= number of items of experimental
N2	= number of students of control

5. Testing Hypothesis

$\bar{\chi}_e$	= Mean of Post Test in Experimental
$\bar{\chi}_c$	= Mean of Post Test in Control
$SE (\chi_e - \chi_c)$	= standard error

Result And Discussion

From the analysis of the data, the writer found that the mean of experimental group is 15.73 and the mean of control group was 11.17. The validity of the students in experimental group is 0.79 and the reliability of the students in experimental group is 0.88. It means that the mean validity and reliability of students in experimental group are higher than the students in control group. Then, T-observed is higher than T-table ($2.81 > 2$) at the level of significant is 0.05 with $df = 66$ ($N_x + N_y - 2 = 34 + 34 - 2 = 66$), it means that Word Search Puzzle effects the students' ability in mastering vocabulary at grade 7 of SMP Negeri 12 P.Siantar (Konstantakis et al., 2022).

According to the result of the data analysis, which has been stated in chapter IV, so the writer concludes:

1. Word Search Puzzle as the media of learning help the students to get easier to do mastering vocabulary at grade 7 of SMP Negeri 12 P.Siantar.
2. The students who mastering vocabulary by using Word Search Puzzle is more enjoyable and not bored while do mastering vocabulary than the students do mastering vocabulary without Word Search Puzzle.
3. The result of T-test had proved that significance difference means of experimental group and control group. The result of T-test = 2,81 while T-table = 2 at $df = 66$ ($N_x + N_y - 2$) and at the level of significant $p = 0.05$, it is concluded that Word Search Puzzle effects the students ability in mastering vocabulary

Conclusion

Teaching English by Word Search Puzzle , the writer conclude :

1. The English teacher can use the media in teaching and learning process. The media can be visual, and also audiovisual as the stimulation to students.
2. The English teacher should know what kinds of media that can they use to make the students are easier to understand the material.
3. The English teacher can use Word Search Puzzle as the media effects the students ability in mastering vocabulary.
4. The students is more focus, enjoy active, creative, effective, interesting, and exciting to do mastering vocabulary by using Word Search Puzzle.
5. The writer believed that this thesis is far from being perfect. So the writers will accept good suggestions and constructive criticism to make this thesis perfect. The writer also hopes that the thesis will be useful and contribute some valuable thing to the writers him and all readers in general.

Reference

- Chotimah, C., & Astiyandha, T. (2022). Improving Students' Vocabulary Knowledge Through Race To The Board Game For Esp (English For Specific Purposes). *Lingua*, 18(2), 241–251. <https://doi.org/10.34005/Lingua.V18i2.2264>
- Cieza, E., & Lujan, D. (2018). Educational Mobile Application Of Augmented Reality Based On Markers To Improve The Learning Of Vowel Usage And Numbers For Children Of A Kindergarten In Trujillo. *Procedia Computer Science*, 130, 352–358. <https://doi.org/10.1016/J.Procs.2018.04.051>
- Fahitah, I., & Watini, S. (2021). Meningkatkan Kemampuan Membaca Pada Anak Usia 5-6 Tahun Melalui Media Kartu Huruf. *Paud Lectura: Jurnal Pendidikan Anak Usia Dini*, 5(01), 105–117. <https://doi.org/10.31849/Paud-Lectura.V5i01.7603>

- Doris Yolanda Saragih, Firinta Togatorop| The Effect Of Word Search Puzzle Teaching Media To The Vocabulary Mastery Of Grade Seven
- Fajriah, N., Utami, C., & Mariyam, M. (2020). Analisis Kemampuan Representasi Matematis Siswa Pada Materi Statistika. *Journal Of Educational Review And Research*, 3(1), 14. <https://doi.org/10.26737/Jerr.V3i1.2024>
- Fordington, S., & Brown, T. H. (2020). An Evaluation Of The Hear Glue Ear Mobile Application For Children Aged 2–8 Years Old With Otitis Media With Effusion. *Digital Health*, 6, 205520762096616. <https://doi.org/10.1177/2055207620966163>
- Hasani, M. T., & Rasouli, M. (2015). Comparison Of Rosetta Stone English Software Vs. Tell Me More English Software On Iranian Efl Student Achievement Toward English Learning. *Cumhuriyet Üniversitesi Fen Edebiyat Fakültesi Fen Bilimleri Dergisi*, 36(3), 1239–1246.
- Hoppe, I., & Kleinen-Von Königslöw, K. (2023). “This Is Part Of Everything That Is Wrong With The World” – A Comparative Analysis Of Sustainability Framing In Social Media Discussions About Food In Five Countries. *Environmental Communication*, 17(8), 1020–1038. <https://doi.org/10.1080/17524032.2023.2212136>
- Hukom, S. J. (2021). Board Race Game As An Alternative Strategy In Teaching Vocabulary. *Jurnal Tahuri*, 18(2), 49–55. <https://doi.org/10.30598/Tahurivol18issue2page49-55>
- Iswara, P. D., Julia, J., Supriyadi, T., & Ali, E. Y. (2023). Developing Android-Based Learning Media To Enhance Early Reading Competence Of Elementary School Students. *Pegem Journal Of Education And Instruction*, 13(4), 43–55. <https://doi.org/10.47750/Pegegog.13.04.06>
- Karunia, P. (2022). Pengaruh Media Puzzle Terhadap Prestasi Belajar Peserta Didik Pada Subtema Tugas Sehari-Hari Di Rumah Di Kelas Ii Sd Negeri 2 Banda Aceh. *Jurnal Edukasi El-Ibtida’i Sophia*, 1(1), 23–30.
- Konstantakis, M., Lykiardopoulou, A., Lykiardopoulou, E., Tasiouli, G., & Heliades, G. (2022). An Exploratory Study Of Mobile-Based Scenarios For Foreign Language Teaching In Early Childhood. *Education Sciences*, 12(5), 306. <https://doi.org/10.3390/Educsci12050306>
- Malan, G. J. (2020). God’s Patronage Constitutes A Community Of Compassionate Equals. *Hts Theologiese Studies / Theological Studies*, 76(4). <https://doi.org/10.4102/Hts.V76i4.5989>
- Papadakis, S., Kalogiannakis, M., & Zaranis, N. (2018). Educational Apps From The Android Google Play For Greek Preschoolers: A Systematic Review. *Computers & Education*, 116, 139–160. <https://doi.org/10.1016/J.Compedu.2017.09.007>
- Putri Eka Mawardani, I., Utama, I. W., & Astuti, W. (2021). Development Of Augmented Reality (Ar) Interactive Storybook “Bersih Diri Bersama Mare” Based On Android To Stimulate Motor Development Of Children Aged 4-5 Years. *Romeo: Review Of Multidisciplinary Education, Culture And Pedagogy*, 1(1), 23–34. <https://doi.org/10.55047/Romeo.V1i1.48>
- Rakimahwati, R., Hanifa, N., & Aryani, N. (2022). Android Based Educational Game Development To Improve Early Childhood Reading Ability. *Al-Ishlah: Jurnal Pendidikan*, 14(2), 1123–1134. <https://doi.org/10.35445/Alishlah.V14i2.1053>
- Reyes-Chua, E., & Lidawan, M. W. (2019). Games As Effective Language Classroom Strategies: A Perspective From English Major Students. *European Journal Of Foreign Language Teaching*. <https://doi.org/http://dx.doi.org/10.46827/Ejfl.V0i0.2366>
- Saifullah, Y. Y., Fujiko, M., Pramono, S. D., Lestari, I., & Hamsah, M. (2022). Literature Review: Hubungan Diabetes Mellitus Gestasional Dengan Kelahiran Prematur. *Fakumi Medical Journal: Jurnal Mahasiswa Kedokteran*, 2(2), 122–137.
- Setyawan, F. H., & Susanto, S. (2019). Developing Educational Game As Language Acquisition Media For Young Learners. *Jet Adi Buana*, 4(2), 192–199. <https://doi.org/10.36456/Jet.V4.N2.2019.2081>
- Siosan, R. J. P., Lavilla, J. R., Dequilla, M., & De Castro, J. T. (2021). Android Interactive Word Game In Mother Tongue For Early Childhood Learners. *Indonesian Journal Of Electrical Engineering And Computer Science (Ijeecs)*, 22(3), 1787–1795.

- Doris Yolanda Saragih, Firinta Togatorop| The Effect Of Word Search Puzzle Teaching Media To The Vocabulary Mastery Of Grade Seven
- Sipayung, K. (2021). Improving Students Vocabulary Through Bbc's Video In Instagram At Junior High School. *Epigram*, 18(1), 32–36. <https://doi.org/10.32722/Epi.V18i1.3751>
- Vossoughi, H., & Zargar, M. (2009). Using Word-Search-Puzzle Games For Improving Vocabulary Knowledge Of Iranian Efl Learners. *Journal Of Teaching English As A Foreign Language And Literature*.
- Wazeer, F. S. (2023). A Study On The Usage Of The Board Race Game; As A Grammar Retention Strategy For English As A Second Language (Esl) Learners. *Vidyodaya Journal Of Humanities And Social Sciences*, 8(01).
- Yimtae, K., Israsena, P., Thanawirattananit, P., Seesutas, S., Saibua, S., Kasemsiri, P., Noymai, A., & Soonrach, T. (2018). A Tablet-Based Mobile Hearing Screening System For Preschoolers: Design And Validation Study. *Jmir Mhealth And Uhealth*, 6(10), E186. <https://doi.org/10.2196/Mhealth.9560>
- Yusnaya, N. A. (2023). Implementasi Reward Sticker Pictures Dalam Upaya Meningkatkan Disiplin Belajar Siswa Kelas Iv Sd Negeri 151 Kadeppe. *Global Journal Teaching Professional*, 2(4), 35–48. <https://doi.org/10.35458/Jtp.V2i4.1218>