

**THE EFFECT OF WORD SEARCH PUZZLE GAME IN TEACHING  
VOCABULARY TO THE SIXTH GRADE STUDENTS OF SDN  
KOLPAJUNG II**

Dian Ratih Megawati  
Email: [dian\\_RM@gmail.com](mailto:dian_RM@gmail.com)

**Abstract**

*In this study there are two problems of study. The first is Is there any effect of Word Search Puzzle Game in teaching vocabulary to the sixth grade students of SDN Kolpajung II. The second how significant is the use of Word Search Puzzle Game gives effect in the teaching vocabulary to the sixth grade students of SDN Kolpajung II. The population of this research is all of students at the sixth grade of SDN Kolpajung II. While the sample of this research is the sixth grade students of SDN Kolpajung II. There are 29 students of sixth grade at SDN Kolpajung II. In this research uses quantitative approach, while research design that is used in this research is pre-experimental. Research instruments that used in this study are test and documentation. Test is used to measure students vocabulary. While documentation is used to support and complete the data such as lesson plan, pre-test and post-test scores, photo, etc. The result of this research is there was significance effect of Word Search Puzzle Game in teaching vocabulary to the sixth grade student at SDN Kolpajung II because the t-value was higher than t-table in significance alpha 5% The score of t-value in this research was 2,05 and the score of t-table was 10.865 in level significance 5% with degree of freedom 28 (  $10.865 > 2,05$  ). From these results, it is suggested to the English teachers to use an appropriate technique in teaching English especially in teaching vocabulary, in this case using Word Search Puzzle Game since Word Search Puzzle Game was gave positive effect in teaching vocabulary. It is also expected for further researchers to continue this research on the other vocabulary items.*

**Key Words:** *Word Search Puzzle, Game, Teaching Vocabulary*

**INTRODUCTION**

Language is a system of communication consisting of sounds, words and grammar, or the system of communication used by people in a particular country. R.A. Hall states in Mulyadi's (2007:2) book that language is the institution whereby humans communicate and interact with each other by means of habitually used oral-auditory arbitrary symbols. This language can be used in many

forms, primarily through oral and written communications as well as using expressions through body language.

Language has many aspects, one of them is vocabulary. Vocabulary is of primary importance to language teaching and learning because it plays a pivotal role in molding the four language skills such as reading, writing, speaking and listening. It means the students cannot read, speak, listen, and write without understanding the meaning of words. But, by teaching vocabulary first, the students easily able to read, understand and memorize vocabulary more quickly because this is a very effective way.

Occasionally, in teaching learning process, the students' feel afraid of following the teaching learning process of English because they do not understand about the meaning of English words in English. So that vocabulary mastery should be the first priority in English language teaching and learning.

Learning vocabulary has been considered a boring subject for a long time and the traditional way of learning vocabulary by mere copying and remembering has shown to be less than effective. So it need the strategy that more effective and interesting to teach it.

There are some considerations that have to be considered in teaching learning process, such as the goal of the language instruction, and the language teaching method that more effective in teaching English, especially in teaching English for young learners. Since teaching method between adult and children are different, because they have different characteristics. So, as language teacher of young learners, they have make own judgements about whether a particular activity is suitable for children.

While young learners is elementary school students who are in 6-12 years old. There some characteristics of young learners that have to be comprehended by the teacher. One of them is they love to play. One of better way and easier to teach English, especially vocabulary to students is by using games.

Game is associated with a feeling of happiness. For this reason, most learners appreciate games and enjoy to participate in them. There are kinds of games in teaching vocabulary, one of them is Search Word Puzzles (Yuliarsih and Sy, 2018)

According to Adenan (1992:9), puzzle and games are obvious types of selfmotivating activity which are interesting and challenging to teach language. One of the puzzles that can be given by the teacher to make the students interested in studying English especially vocabulary is word search Puzzle game. This is in line with Karim and Hasbullah's (1986:36) statement that an interesting material and media in teaching language is word search Puzzle. So word search puzzle game could be an alternative or variation in the methods of English teaching for teachers. With this method, students will not feel bored in learning English. But they will become critical and active children in learning English.

In this study the researcher will conduct a research at SDN Kolpajung II. Because based on pre interview to the teacher at this school, she states that his students still difficult to memorizing vocabularies.

Based on phenomena above, the researcher interest to conduct research at that school in teaching vocabulary with the title “The Effect Of Word Search Puzzle Game In Teaching Vocabulary To The Sixth Grade Students Of SDN Kolpajung II”. There are two research problems in this research: Is there any effect of Word Search Puzzle Game in teaching vocabulary to the sixth grade students of SDN Kolpajung II?

## **METHOD**

### **Design**

In this study the researcher uses quantitative research, because the data collected will be represented numerically. While quantitative research is an inquiry approach useful for describing trend and explaining the relationship among the variables found in the literature. The researcher uses pre-experimental research design, because in this study the researcher want to measure the effect of one manipulated variable to another variable without control group since the sixth grade only one class at SDN Kolpajung II. There are three types of pre-experimental research design, they are one shot case study, one group pretest-posttest design, and static group comparison. In this study the researcher uses one of these types namely one-group pre-test post-test design, which is the experimental group is measured (given pre-test), then given a treatment, after that it is measured again (post test) without control group. In this research there are two variables that are independent variable (variable X) and dependent variable (variable Y). Variable X is Word Search Puzzle game and variable Y is teaching Vocabulary. The pattern of this research as follow :

Pre-test Post-test design		
<b>O<sub>1</sub></b>	<b>X</b>	<b>O<sub>2</sub></b>

### **Subject**

The population of this research is students of the sixth grade of SDN Kolpajung II, because based on pre-interview that students difficult to memorizing vocabularies, so this school is appropriate to be an object of this research. The sixth grade at SDN Kolpajung II

only one class and the number of students are 29 students. It means that the number of the students is less than 100.

### Research Instruments

Choosing appropriate instrument is very important in collecting the data, otherwise the data collected do not contribute to the valid conclusion of the research. Instrument that is used in this study are test and documentation. In this the researcher uses pre-test and post-test. In this pre-test and post-test the researcher uses multiple choice test. If guessing an answer, there's usually a 25 percent chance of getting it correct on a 4 answer choice question, like A,B,C and D. Documentation is a method of collecting data about written that have been written, such as report achievement, book, newspaper, magazine, notes, agenda and others. In this research, the researcher uses documentation to support and complete the data of those variables. It photo of teaching learning process and lesson plan.

### Data Analysis Technique

To analyze the data obtained, the writer used statistical analysis. In this study the researcher uses t-test in analyzing data. The steps are:

1. Looking for D (difference) between score of pre test and post test
2. Summing D until she gets  $\sum D$  it is obtain by adding all of the score of D
3. Looking for mean differences, by formula:  $M_D = \frac{\sum D}{N}$
4. Square all of D score. Then, add all of square D score. In table 3, the researcher obtain .  $\sum D^2 : 31039$
5. Determining standard deviation from ( $D = Difference$ ) by formula:

$$SD_D = \sqrt{\frac{\sum D^2}{N} - \left(\frac{\sum D}{N}\right)^2}$$

6. Determining standard error of mean of ( $D = Difference$ ) by formula:

$$SE_{M_D} = \frac{SD_D}{\sqrt{N-1}}$$

7. Determining  $t_0$  by formula :

$$t_0 = \frac{M_D}{SE_{M_D}}$$

## **RESULT AND DISCUSSION**

Based on the calculation of dependent t-test, the researcher finds  $t_0 = 10.865$ , to know whether null hypothesis is rejected or received, it must be done the process of hypothesis testing. Based on the calculation above it can be viewed the value  $t_0$  that is 10.865. Hypothesis testing is used to know whether  $H_a$  (alternative hypothesis) is rejected or accepted. In this research, the researcher uses 5% level of significance. If t-value is higher than or at least has the same value with t-table, the alternative hypothesis is accepted. However, if t-value is lower than t-table the alternative hypothesis is rejected.

The first step is determine df (degree of freedom). While the formula of df is  $df = N - 1$ , where N is number of participants ( $N = 29$ ). So the degree of freedom is  $29 - 1 = 28$ . After knowing df, it is consulted to t-value on the level of significance 5%. It can be seen in t-table that df= 28 in the level of significance 5% is 2.05 (see table 8).

After  $t_0$  that is 10.865 compare with t table of 2,05. The researcher states that null hypothesis ( $H_0$ ) is rejected and alternative hypothesis ( $H_a$ ) is accepted because  $t_0 > t_t$  ( $10.865 > 2,05$ ). From the statement above the researcher infers that alternative hypothesis is accepted, while alternative hypothesis states that There is effect of Word Search Puzzle in teaching vocabulary to the sixth grade students of SDN Kolpajung II.

## **CONCLUSION AND SUGGESTION**

Based on the discussion in chapter IV, the result of data analysis and the hypothesis testing of this research, the researcher concludes that:

1. There is an effect of Word Search Puzzle in teaching vocabulary to the sixth grade students of SDN Kolpajung II. With this game the students add any vocabulary and understood meaning and other meaning in vocabulary. It can be proven by the mean score of pre-test and post-test that the researcher has already computed it and compared it. The mean score of pre-test is 68.689 Moreover, the mean score of post-test is 97.586. It means Word Search Puzzle Game give positive effect in teaching vocabulary to the sixth grade students of SDN Kolpajung II.

2. Word Search Puzzle game has high significance effect in teaching vocabulary to the sixth grade students of SDN Kolpajung II. Because the students master six from seven element of vocabulary, like spelling and syllabication, pronunciation and stress, part of speech, meaning and other meaning, usage and use, the last is idiom and special expression. It can be seen in the calculation of t value is higher than t table in significance alpha 5%. From the calculation of dependent t-test, it is shown that t-value is 10.865. Then t-value is compared with t-table in the level of significance 5%, degree of freedom 27 that is 0.367. So it can be concluded that Word Search Puzzle game has high significance effect in teaching vocabulary to the sixth grade students of SDN Kolpajung II.

### REFERENCES

- Adenan, F. 1992. *Puzzles and Games, For Students of*. IKIP. Yogyakarta: Kanisius
- Arikunto, Suharsimi. 2006. *Prosedur Penelitian: Suatu Pendekatan Praktek*. Jakarta: PT. Rineka Cipta.
- Basri, Hasan. 2009. *Structure: An Analysis of English Grammar Problem*. Pamekasan: STAIN PMK Press.
- Creswell, John. W. 2012. *Educational Research*. United State : Pearson
- Ghafur, Abd. 2008. *Shortcut to Master English Structure 1*. Pamekasan: STAIN Pamekasan press.
- Haris, David P. 2002. *Testing English as a Second Language*. New York: McGraw Hill Book Company.
- Harmer, 2002, *Teaching English to Young Learners*. United State : Pearson
- H. Hiebet, Elfrieda and L. Kamil, Michael. 2005. *Teaching and Learning Vocabulary*. New jersey. Laurance Erlbaum associates.
- Lopez, Rosa M. *Teaching and Learning Vocabulary: An Introduction for English Students 2012*
- Mulyadi, 2007. *Introduction to Linguistic*. Pamekasan: STAIN Pamekasan Press.
- Njoroge, Martin. C. 2013. *The Use of word game purzzle as a Vocabulary Learning Strategy*. International Journal of current Resaerch.
- Prasetyo, Bambang and M. Jannah, Lina. 2013. *Metode Penelitian Kuantitatif*. Jakarta: PT. Raja Grafindo Persada.
- Ratnawati, Neneng, 2013. *The Effect of Crossword Puzzle on Vocabulary Achievement of the Eighth Year Students at SMP Negeri 5 Jember*. Thesis. Unpublished.

- Richard, Jack.C and A. Renandya, Willy. 2007. New York: Cambridge University Press.
- Rosita, Rosi. 2012. *Teaching English by Using Puzzle to Improve Student's Vocabulary Mastery*. Unpublished. Thesis
- Sudijono, Anas. *Pengantar statistic Pendidikan*. Rajawali Press 2010
- Suyanto, Kasihani, K.E. 2007. *English for Young Learners*. Jakarta: PT. Bumi Aksara
- Scott, Wendy A and H. Ytreberg, Lisbeth. 2007. *Teaching English to Children*. London: Longman.
- Thornbury, Scott. 2002. *How to Teach Vocabulary*. England: Pearson Education Limited.
- Vossoughi, then tiang. 2009 Procedures of Word Search Puzzle Game.
- Yuliarsih and Sy, Evha Nazalatus. 2018. *Matching Games in Teaching reading Comprehension at MTs Matsaratul Huda Pamekasan*. INTERAKSI: Jurnal Kependidikan Volume 13 No. 2