THE EFFECTIVENESS OF USING THE SCRABBLE GAME IN MEMORIZING VOCABULARY FOR CLASS VII STUDENTS OF MADRASAH TSANAWIYAH NURUL ISLAM SUKOREJO PASURUAN

SKRIPSI

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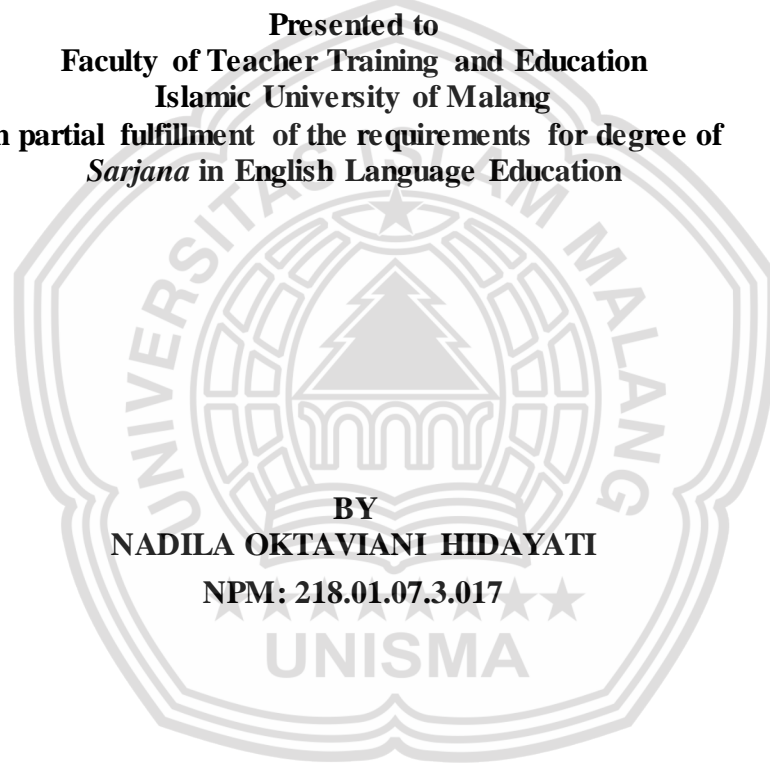SEPTEMBER, 2022**

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ABSTRACT

Hidayati, Nadila Oktaviani. 2022. *The Effectiveness of using scrabble game in memorizing vocabularies for class VII students of Madrasah Tsanawiyah Nurul Islam Sukorejo Pasuruan.* Skripsi, English Education Department Faculty of Teacher Training and Education in University of Islam Malang. Advisor I: Dr. Dwi Fita Heriyawati, S.Pd., M.Pd. Advisor II: Mochammad Imron Azami, M.Ed.

Keywords: Effectiveness, Scrabble Game, Memorizing Vocabulary

This study is entitled "The Effectiveness of using scrabble game in memorizing vocabularies for class VII students of Madrasah Tsanawiyah Nurul Islam Sukorejo Pasuruan." In this research, the writer use scrabble game as a media to increase students' vocabulary mastery. The aims of the research are to investigate whether or not scrabble game is effective to improve students' vocabulary mastery and also to know the students' response by using scrabble game.

The design used in this study was pre-experimental one-group pretest-posttest students. The subject of the research was the seventh grade students of junior high school in Sukorejo, Pasuruan in the Academic year 2022/2023. The writer took one class as the sample which consist 31 students. The instruments used in this research were pre-test and post-test using multiple choices questions. Pretest was given to know the scores before treatment, and the posttest score was given to know scores after treatment.

The result of pretest and posttest scores was analyzed through the t-test formula to find out whether or not scrabble game is effective. Based on the computation result by using t-test formula, Ican be seen that the significance (2-tailed) <0.05, indicated that the null hypothesis (Ho) was rejected and the alternative hypothesis (Ha) was accepted. So, it can be concluded that there is significant effect of scrabble to the students vocabulary mastery at MTs Nurul Islam Sukorejo Pasuruan.

Furthermore, the results of questionnaires show that most students' gave positive response toward the use of scrabble game. Scrabble game could not only improve their vocabulary mastery, but also motivate the students in learning English.

CHAPTER I

INTRODUCTION

This chapter discusses some aspects related to the study's introduction. They are as follows: the study's background; research problems; the goal of the study; the significance of the study; the scope and limitations of the study; and a glossary of significant terms.

1.1 Background of Study

According to Sanskrit, language is the ability of human beings to communicate with other human beings through signs such as gestures and words. Language is the fastest and most creative verbal exchange tool used by human beings to exchange ideas, ideas, and opinions that they want to convey to their peers (Desmon, 2015). According to the official website of the United Nations, there are about 7000 languages spoken by nearly 7.7 billion people on the planet. However, of the many languages that have privileges and super literature in English, English has overtaken Chinese as the most widely spoken language in the world. English is a language used in technology, aviation, computers, international relations, and tourism or even used in other sectors. English is also the first language of more than 400 million people worldwide, so it is not surprising that English is a global language and has been recognized by the world. With the help of helpful institutions and communities that have stepped into the global domain, learning English becomes useful as a provision for the future and is highly desirable.

Learning English is not something that can be done quickly and easily. Some stapes must be learned, and teaching is one way to maintain growth over generations while also seeking to impart knowledge or information transfer. How to learn will not be separated from the complexity. In English that gains knowledge, hassles will be one of the elements that can prevent the learning process of teaching English learning materials. On the other hand, the lack of media and also the means that can support students in acquiring knowledge of English can also limit the implementation of the English learning process.

Coaching that constantly uses verbalism will make learners feel very boring. Likewise, coaching will be more effective if students feel satisfied and happy because they are very interested in the subject matter they receive. As much as possible, teaching that uses a lot of verbalism should be avoided because in this way it causes electrical inhibition and the critical mindset of students (Spiritual, 2019: 95). Therefore, direct experiences or concrete experiences that focus on the activeness of learners are an effective and productive way to do so.

Popular scientific dictionaries define efficiency as the accuracy of use, use or support purpose. Effectiveness is the main element to achieve goals or objectives that have been determined in every organization, activity or program. It is called effective if the goal or goal is achieved as determined. This concept is one of the factors for determining whether it is necessary to make significant changes to the form and management of the organization or not. In this case, effectiveness is the achievement of organizational goals through efficient use of its resources, in terms of inputs, processes, and outputs. In this case, what is meant by resources includes the availability of personnel, facilities and infrastructure as

well as the methods and models used. An activity is said to be efficient if it is carried out correctly and in accordance with procedures, while it is said to be effective if the activity is carried out correctly and provides useful results.

According to Mardiasmo (2017: 134) Effectiveness is a measure of whether or not the achievement of an organization's goals is successful in achieving its goals. If an organization achieves its goals, it has run effectively. Effectiveness indicators describe the range of consequences and outcomes of program outputs in achieving program objectives. The greater the contribution of the resulting output to the achievement of the specified goals or objectives, the more effective the work process of an organizational unit. According to Ravianto (2014:11), the notion of effectiveness is how well the work is done, the extent to which people produce outputs as expected. That is, if a job can be completed according to planning, both in time, cost, and quality, then it can be said to be effective. In this case the researcher himself describes effective is to succeed or something that is done well.

Media and tools play an important role in learning, which is very important for the achievement of a learning process, and they have an impact on the effectiveness of the educational process in schools, especially if the English teaching materials are quite challenging and include elements of vocabulary memorization.

Vocabulary plays a very important role in english language learning. Students must be familiar with various vocabularies in English, because vocabulary is the main capital in teaching and learning activities, students must

really understand the meaning of vocabulary. By mastering vocabulary students will be able to understand the language both spokenly and in writing. Students are introduced to nouns, verbs, and adjectives. Good mastery of language vocabulary will make it easier for students to improve 4 skills in English including: listening, speaking, reading, and writing.

A good and qualified English teacher must be able to understand and master the effective and efficient use of learning media in order to be able to achieve the goals that have been set. Similarly to choosing the right media as a learning tool, choosing the appropriate medium for the educational process will allow the situations and cases that arise as above to be implemented smoothly, avoiding the use of conventional means, and possibly resulting in a more pleasant and interesting experience.

With the advancement of science and technology, education can be done through any media, be it mass media such as newspapers, books, or magazines, as well as electronic media such as television, radio, the internet, and so on (Timbowo, 2016: 13). In the process of learning English, the most basic direction is vocabulary development *(vocabulary improvement),* so that students have adequate vocabulary (language capital) so that with this vocabulary there is courage in students to communicate both oral and written using English. In general, one of the factors that will be the weakness of students in the language material is the lack of vocabulary. As a result, it is very important to have access to innovative media that help students learn and understand vocabulary. In the context of English learning synonymous with the recognition and memorization of vocabulary, the most effective medium to apply is artificial and pictorial objects,

since, with these objects, Vocabulary that is easy to understand and retains information longer will be useful to students.

Memorizing English vocabulary is a process of storing an English word into memory so that it can be recalled. Memorizing English Vocabulary Pertaining to Richards and Schmidt (2010), memorizing is the process establishing information in memory. Memorizing is related to memory. Memory is the mental capacity to store information, either for short or long periods. In line with idea above, Santrock (2011) said that memory is the retention of information over time. Duong (2003, p.179) says that memorizing is a normal practice and that they seek ways to achieve good memorization to help them in learning English. It is ideal for students to memorize as they may be able to internalize what they have learned, and end up by saying the learned expressions naturally. In memorizing English vocabulary, the students do not only memorize the words, but also their meaning. Memorizing English vocabulary is one of the aspect to mastering English as foreign language. According to Schwartz and Otani (2019), memorizing English vocabulary is remembering of the words that will learn in the future, such as remembering the words that teacher given then recall when its learn again. Memorizing vocabulary in English is very important to easy communication with other or in teaching and learning process.

From the above definition, the researcher concludes that memorizing is storing information in memory to help students answer questions correctly. In memorizing English vocabulary, students not only memorize words, but also their meanings. The more vocabulary students memorize, the better they will display

their language. By having a large vocabulary, students will be able to answer questions easily and correctly, but if students' vocabulary is limited, students will have difficulty mastering English skills.

Based on observations in Class VII Madrasah Tsanawiyah (MTs) Nurul Islam Sukorejo, Pasuruan on November 15, 2021, when observing teachers who were teaching, they only used teaching aids that were not creative. They only use books, markers, blackboards, and bars. Then, in interviews with students, they said that the teacher never used other teaching aids, so the learning process felt boring. This can be seen when researchers observe student learning. The researchers found some students when the teacher explained the material and paid less attention to what the teacher said. Students' motivation in learning English, especially in materials related to vocabulary, is poor as a result of the absence of learning aids in teaching English-related courses.

To overcome unsatisfactory learning outcomes, the authors anticipate these problems by looking for appropriate learning. According to Warmer and Brown (2021), the Scrabble game is a game. This includes creating words for the point total of two or more players. Researchers are interested in using Scrabble games for vocabulary learning effectively, so this study seeks to provide interesting innovations to help change learning and help teachers solve these problems. With this spinning wheel learning teaching aid, students can easily memorize and understand English vocabulary with pleasure, learn while playing, and get satisfying learning outcomes. Based on the description and problems that arise above, the researchers took the title "Effectiveness of Using Scrabble Game

in Memorizing Vocabulary for Class VII Students of Madrasah Tsanawiyah Nurul Islam Sukorejo Pasuruan".

1.2 Research Problem

Based on background of study above, the researcher formulate the research question as follow: is the scrabble game had effectiveness in memorizing vocabulary for seventh grade students of MTs Nurul Islam Sukorejo Pasuruan?

1.3 The Objective of the Study

The goal of this research was to find out whether or not Scrabble game had effectiveness in memorizing vocabulary for seventh grade students of MTs Nurul Islam Sukorejo Pasuruan.

1.4 Hypothesis of the Study

The study belongs to quantitative approach in which the data are in the forms of numbers or scores and they are analyzed statistically. That is way, the researcher needed to formulate hypothesis. There are two hypotheses formulated in this study; Null Hypothesis (H0) and Alternative Hypothesis (H1). In this study the H0 is there is no significant difference score between students' score before and after being taught by using scrabble game. Meanwhile, the H1 is there is significant difference between students' score before and after being taught by using scrabble game.

1.5 Significance of the Study

This study has a number of advantages, including motivating students to acquire vocabulary and educating them about the role that scrabble games have in vocabulary instruction and acquisition. The study also assisted educators, such as English teachers, by informing them about how scrabble games affect students' vocabulary retention. Additionally, it can be an alternate teaching strategy for English teachers to assist pupils in learning the language, particularly when it comes to learning vocabulary through games. Similar to the previous study, this research contributes to in-game technique research advancement by providing data.

1.6 Scope and Limitation of the Research

Many games can be used to improve the teaching-learning of English, such as puzzles, anagrams, guessing the words, crossword puzzles, and scrabble. To minimize a wide area, the researcher focused on the effectiveness of mastering vocabulary using the Scrabble game. The research was implemented in one Islamic Junior High School (grade VII), located at MTs Nurul Islam Sukorejo Pasuruan.

1.7 The Definition of Key Term

To prevent miscommunication and ambiguity, the definitions of the main phrases are presented. Some of the words used in this study require definition.

Effectiveness is how well the work is done, the extent to which people produce outputs as expected. That is, if a job can be completed according to planning, both in time, cost, and quality, then it can be said to be effective. In this case the researcher himself describes effective is to succeed or something that is done well.

Learning media means channeling learning messages and information. Learners will be substantially assisted in achieving their learning goals by well-designed learning materials. Each type of learning medium has its characteristics, advantages, and disadvantages. Consequently, rigorous planning is required for the use of educational media. (Nurseto, 2011).

Vocabulary is the total number of words that contain all information about meaning and comprise a language used in communication by an individual, class, or team. Normally, a collection of vocabulary terms and phrases is alphabetized, explained, or defined. Someone cannot learn English if they lack vocabulary. There is no doubt that vocabulary is essential to mastery because it allows students to convey their ideas and communicate with one another (Prasetya: 2019).

Memorizing Vocabulary is storing information in memory to help students answer questions correctly. In memorizing English vocabulary, students not only memorize words, but also their meanings. The more vocabulary students memorize, the better they will display their language. By having a large vocabulary, students will be able to answer questions easily and correctly, but if students' vocabulary is limited, students will have difficulty mastering English skills.

Scrabble is a word game played on a board that constructed from letters in a manner akin to a crossword puzzle; each letter has a value, and the game is scored using those values (Tania, 2001).

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter presents the summary of research related to some topics and also suggestions.

5.1 Conclusions

Based on the findings of the research and discussion on research on the effect of using Scrabble media on increasing English vocabulary mastery of seventh-grade students of Mts Nurul Islam Sukorejo Pasuruan, it can be concluded that the results of this study indicate that there is an effect of using Scrabble media on increasing English vocabulary mastery. This can be shown by the calculation results of the Pre-test average of 71.29 and the Post-test average of 84.68. The average increase in Pre-test and Post-test was 13,387.

During the research process, Scrabble learning media became the only English learning media used in MTs. Nurul Islam Sukorejo to help the effectiveness of students' vocabulary memorization, in the opinion of one of the teachers and students after this Scrabble media was applied in the classroom, they thought that Scrabble media was very interesting and able to increase the enthusiasm and activeness of students in the classroom, this media needs to be developed again and applied in various institutions to help the quality of teaching, especially in learning English. From the data analysis that the researcher has done with the "t" test, it can be seen that the significance (2-tailed) <0.05, which indicates that Ha is accepted and H0 is rejected. So it can be said that there is a significant impact in the use of Scrabble learning media on the

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effectiveness of using Scrabble games in memorizing the vocabulary of seventh-grade students of Madrasah Tsanawiyah Nurul Islam Sukorejo Pasuruan.

5.2 Suggestions

Based on the finding and discussion of the effectiveness of the learning method using *scrabble* games on vocabulary mastery in Mts Nurul Islam Sukorejo Pasuruan, the author gave some suggestions for the school, teacher and further research as follow:

Considering that teaching vocabulary by using scrabble game is effective, therefore, it is suggested that the school should facilitate the teacher to conduct scrabble gamess in teaching vocabulary.

The teacher should be a good motivator and support their interest especially in junior high school to teach using scrabble games. In addition, the teacher must make teaching and learning more enjoyable, and fun, so the students will not get bored and they feel easier to memorize their vocabulary. Teachers should maximize the use of learning models and supportive learning media. A visitor to increase students' activities in learning and students' comprehension of a material that is conveyed so that students' English vocabulary mastery is good. One type of learning media that can be used is Scrabble learning English vocabulary so that students can be creatively involved in creating learning situations.

Further researchers should be able to be more varied in developing innovative learning activities so that students can actively participate in their learning and develop their use of learning media, one of which is Scrabble media so that they can improve their mastery of English vocabulary. And can minimize

the factors that can limit the research one group Pre-test-Post-test. The next design

with True Experimental for more measurable effectiveness.

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