



**THE IMPLEMENTATION OF CROSSWORD PUZZLE GAME TO  
IMPROVE ENGLISH VOCABULARY MASTERY OF THIRD GRADE  
ELEMENTARY SCHOOL STUDENTS**

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Language Education**

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## ABSTRACT

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**Keyword :** Vocabulary Mastery, Crossword Puzzle, CAR

The goal of this study was to find out how the crossword puzzle game can improve the third grade elementary school students vocabulary mastery. English is introduced first time to students through vocabulary. English become familiar for students especially young learners. This study used Classroom Action Research (CAR) strategy to solve the problem.. The researcher conducted the research to the 3<sup>rd</sup> grade elementary school students by implementing the crossword puzzle game about “Part of The Body” also “Food and Drinks” in the classroom. The researcher conducted the research in one cycle. The findings of cycle one are related with students interaction during teaching and learning process and the students’ vocabulary comprehension about food and drink and part of the body. The implementation of crossword puzzle game are effective to improve students’ vocabulary mastery of the 3<sup>rd</sup> grade students of SDN 1 Kepanjen. The crossword puzzle game provides an attractive pictures based on theme “Food and Drink and Part of the body”. It can help students to be more enjoy and happy to finished their work. The improvement on the students vocabulary mastery can be seen from their vocabulary test result. 76% students reached the target and it fits the criteria of success.

## CHAPTER I

### INTRODUCTION

This chapter presents some topics related to the introduction of the study. They are background of the study, research problems, objective of the study, significances of the study, scope and limitation of the study, and the definition of key terms.

#### 1.1 Background of the Study

English is introduced first time to students through vocabulary. Vocabulary is the important skill to learn English. Without enough vocabulary, someone can not communicate and share their ideas to each other effectively (Fauziyati, 2002:155). Teaching vocabulary also important especially in elementary school. It is not easy to teach vocabulary to young learners. So teacher can give the easiest way to learn new vocabulary. For instance, learning vocabulary through games like crossword puzzle it can make students more interesting and fun to learn. This game also can help students to memorize the new words.

Hatch and Brown (1995:1) stated that, vocabulary is a group of word that can create an understandable word used by language speakers.

In this era, English become familiar for students especially young learners. At kindergarten, English is also taught. Usually the teacher taught young learners in kindergarten to sing a song and playing games. In kindergarten, young learners are introduced to alphabet, numbers, name of fruits, name of colors, name of things around them, etc. They were also taught how to pronounce every word.

That can help them to build their speaking ability and also their vocabulary mastery. But there are still students who take a long time to understand the material and to memorize all the words that have been taught.

One of the fundamental goals of learning a language is to comprehend the meanings of the words, and vocabulary is an important factor of second language proficiency. You need to be able to communicate effectively in the second language. If we want to learn a language we should learn a lot of vocabulary too.

The researcher used game based learning method to solve the students' problem. In this case the researcher decided to use crossword puzzle. The problem faced by the 3rd grade students at this school is they were difficult to memorizing the words well. In this case, the researcher expected that the students should try new method to learn so, that can help students to improve their vocabulary mastery also can help memorizing the word. It can be difficult for students to memorize the new words if the teacher only said that word once but if there are any repetition for three or four times students can easily to remember it. According to Sabiqoh (2016), crossword puzzle is an effective learning tool for students especially young learners because in this case young learners no need to think heavy like when learning grammar. Nurteteng & Nopitasari, (2019) stated that puzzles can help students become more good in their language. Another study from Tambarijti, & Atsmawidjaja, (2020) also showed that after applying crossword puzzles in the classroom, students' English vocabulary was increased. Students especially young learners in this research can play the game with make some group in the classroom then each group throws a dice to get crossword puzzle sheet according to number they get then answer the questions from there.

There are some advantages using game based learning in learning process. First, by using games in learning process it can make more motivated students in the classroom. Second, it can motivate students to achieve their goal. Third, they can be more confident in learning foreign language and know how far their progress in learning.

For this research, the researcher used game based learning which never done before in this school to make students more enjoy the English lesson. Through this game based learning, the researcher observed about the crossword puzzle game while used it as learning media. The researcher conducted this research because the students in 3<sup>rd</sup> grade are still difficult to memorize and understand the new words. Therefore, the researcher is conducted the study under the title “The Implementation Of Crossword Puzzle Game to Improve English Vocabulary Mastery of Third Grade Elementary School Students”.

### **1.2 Research Problem**

Based on the background of study above, the research problem formulated as follow :

“How can crossword puzzle improve the English vocabulary mastery of 3<sup>rd</sup> grade students at SDN 1 Kepanjen?”

### **1.3 Objective of the Study**

The objective of the study is described as follows :

“This study is designed to improve the 3<sup>rd</sup> grade students’ vocabulary mastery of SDN 1 Kepanjen by using crossword puzzle”.



#### 1.4 Significances of the Study

This study is expected to have benefits theoretically and practically. In practically, for teacher can help them to find out the alternative way to teach English vocabulary by using crossword or game based learning also it can be used as a learning model to improve young learners' vocabulary mastery in English, for students they can feel enjoy and fun also not afraid to learn foreign language by using game based learning method, for the future researchers they can conduct their study by using this research as a reference. Theoretically, it verifies the theory which states that the students' vocabulary mastery was improved by using crossword puzzle this statement is supported by the previous study from Sukirman & Ningsih (2016) which conclude that crossword is a suitable method to improve students' vocabulary mastery and ready to apply in the classroom.

#### 1.5 Scope and Limitation of the Study

This study focuses on the application of crossword puzzle to improve the students vocabulary mastery about food and drinks and part of the body. Crossword puzzle is not just a fun game in learning but also can help improve students' vocabulary mastery. This study is going to determine how crossword puzzles can improve the English vocabulary mastery about food and drink and part of the body of 3<sup>rd</sup> grade students at SDN 1 Kepanjen.

The time is limited in this lesson because it is near with break time. The researcher need more time to conduct the research, sometimes students become crowded and classroom situation not conducive.

## 1.6 Definitions of Key Terms

The definition of key terms is provided to avoid misunderstanding and ambiguity. The researcher provides the definition of several important terms used in this study, as follows:

### 1. Classroom Action Research (CAR)

Classroom Action Research (CAR) is a study to find out the problem that faced by students in the class and the way to solve that problem. In this research, the problem faced by students at the third grade of SDN 1 Kepanjen is still difficult to memorize and understand the vocabulary that given by their teacher. In this case, the researcher use game based learning method that is crossword puzzle game to help students solve the problems.

### 2. Crossword Puzzle

Crossword puzzle in this research is a learning media to help improving students' vocabulary mastery by completing the letter on the crossword puzzle box related to the picture already provided according to theme about food and drink and part of the body.

### 3. Vocabulary Mastery

Vocabulary mastery means that we know and understand about the meaning of several words. In this research students should know and understand the vocabulary about food and drink and part of the body. Moreover students are expected to memorize, speak, and write the word well according to dictionary.



## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter presents conclusion and suggestion based on the research findings. The conclusion is based on the result of the study. The suggestion is addressed to the English teachers at SDN 1 Kepanjen, the 3<sup>rd</sup> grade students at SDN 1 Kepanjen, and the future researchers.

#### 5.1 Conclusion

The implementation of crossword puzzle game are effective to improve students' vocabulary mastery of the 3<sup>rd</sup> grade students of SDN 1 Kepanjen. The crossword puzzle game provides an attractive pictures based on theme "Food and Drink and Part of the body". It can help students to be more enjoy and happy to finished their work.

The improvement on the students vocabulary mastery can be seen from their vocabulary test result. 76% students reached the target and it fits the criteria of success. Some of them get 100 in vocabulary test and only 6 students who still under the average score. Their vocabulary mastery was increased it proved by they can mention their body part in English with the meaning and kind of food from the picture. During the implementation, the researcher always repeat the vocabulary about food and drink and also part of the body many times so, students can memorize and understand about the meaning too.

A brief explanation about how the crossword puzzle game was carried out. The researcher as a teacher in the classroom at the beginning of the class, after

doing a brief introduction the teacher explain about part of the body material to the students. After that the students repeat the vocabulary who said by the teacher for several times. Then, the students gather with their group that discuss before and the teacher started to share the crossword puzzle sheet to each group there are 5 group. But before it, one of the student in each group should threw a dice to determine the number of crossword puzzle sheet so every group could not copy each other. After finished the work, each group submitted it to the teacher. At the second meeting also the same as first meeting but with another theme, the theme in second meeting is about food and drink.

Finally, the implementation of crossword puzzle game in one cycle was successfully improved the students' vocabulary mastery.

## 5.2 Suggestion

To follow up the conclusion, some suggestions are addressed to English teacher, the 3<sup>rd</sup> grade students, and the future researchers. The crossword puzzle game was effective learning media to improve students' vocabulary mastery. Because there are some pictures and keywords that make students curious and want to know more about it. From there, students also could write the correct word and speak the words well.

For the future researcher, they could use another game when teaching vocabulary mastery who can help students more interesting and enjoy when learning while playing. They also can use LCD Projector to showing the pictures of vocabulary that students' learn. Besides that, they can apply game based learning method for young learners in different level of student maybe at 1<sup>st</sup> grade or 2<sup>nd</sup> grade elementary school students or in higher level.

For English teachers, they should apply game based learning method in teaching and learning process. Teachers can use game with interesting media like Kahoot, Duolingo, Memrise, etc. By using learning media that mentioned before, it can help students improve their English skills not only in vocabulary mastery.

For students, they are suggested to found another crossword puzzle game in books or magazine to increase their vocabulary mastery. Students can found another game too to improve their vocabulary mastery. If possible, students can found crossword puzzle or another games with pictures and keywords so it can be easier for them to remember and understand the meaning.



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