THE USE OF CROSSWORD PUZZLES TO INCREASE STUDENTS' VOCABULARY MASTERY

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ABSTRAK

Penelitian ini bertujuan untuk membuktikan apakah penggunaan teka teki silang dapat meningkatkan penguasaan kosakata siswa kelas delapan SMP Alkhaairaat Tandaigi. Penelitian ini menggunakan desain penelitian quasi-ekperimental. Dalam pengambilan sampel, peneliti menggunakan purposive sampling teknik. Sampel penelitian ini adalah kelas VIII A sebagai eksperimental group dan kelas VIII B sebagai group kontrol. Pengumpulan data dibagi menjadi dua yaitu pretest dan posttest. Data diolah secara statistik. Hasil data analisis menunjukkan bahwa mean score dari kedua tes dimana skor rata-rata dari kelas eksperimental meningkat dari 63.93 ke 73.33 dan skor rata-rata kelas kontrol meningkat dari 63.17 ke 68.56. Hasil menunjukkan bahwa $t_{counted} (2.176)$ lebih besar dibandingkan dengan nilai $t_{table} (1.683)$ dengan menggunakan taraf signifikansi 0.05 dan derajat kebebasan(df) $22+21-2=41$. Ini menunjukkan bahwa hipotesis diterima. Dengan kata lain, penggunaan teka teki silang dapat meningkatkan penguasaan kosakata siswa kelas delapan di SMP Alkhaairaat Tandaigi.

Kata kunci: meningkatkan, kosakata, teka teki silang.

ABSTRACT

This research aims to determine whether the use of Crossword Puzzles can increase Vocabulary of SMP Alkhaairaat Tandaigi. This is research using a quasi-experimental research design. In selecting the sample, the researcher used a purposive sampling technique. The research samples were class VIII A as an experimental group and class VIII B as a control group. The instrument of data collection was divided into a pretest and a posttest. The data gathered were analyzed statistically. The results of the data analysis show that the mean score of both tests where the mean score of the experimental group improved from 63.93 to 73.33, and the control group's mean score improved from 63.17 to 68.56. The result showed that the value of $t_{counted} (2.176)$ was greater than the value of the $t_{table} (1.683)$ by applying a 0.05 level of significance and the degree of freedom (df) $22+21-2=41$. It could be concluded that the research hypothesis is accepted. In other words, Crossword Puzzles could increase vocabulary of grade VIII students at SMP Alkhaairaat Tandaigi.

Keywords: Increasing; Vocabulary; Crossword Puzzle
INTRODUCTION

Vocabulary is one of the important aspects of learning English and is one of the components of language. Vocabulary plays a vital role in learning English and has strong relationships with the four language skills. It means that vocabulary is needed to increase the four English skills; listening, speaking, reading, and writing. If the students are less in vocabulary, they have difficulty understanding the text, speaking, and writing. Students who have enough vocabulary can write and speak well. According to Harmer (2001), "vocabulary is one of the most obvious components of language and one of the first things applied linguists turned their attention to." Hatch and Brown (1995) say that vocabulary is a list of a total number of words with rules combining them to make up a language. It means that vocabulary is a part of the language. Institutional Based Curriculum/KTSP 2006 for SMP, the main objective of teaching English is to develop the ability to communicate in the target language (English) in spoken and written form.

However, some problems can be seen from reading, especially from teaching vocabulary to students. When the researchers followed the teacher in the teaching-learning process researcher, found the problems of students of SMP Alkhairaat Tandaig, especially the grade VIII students who have less vocabulary and do not understand what the teacher says. In the teaching-learning process, the students can say the word fluently but can not determine which word they said before. They also have difficulty when answering the assignment from the teacher. The students also have low motivation to learn English. It can make the students too lazy to learn English. They keep silent if the teacher asks them in English.

In this research, the researcher used games to help the students. One kind of game is crossword puzzles. By applying crossword puzzles, the students can get new vocabulary and improve their vocabulary. Webster (1990) "states that a crossword puzzle is a puzzle on which words are filled into a pattern of numbered squares in answer to correspondingly number clues and in such a way that words read across and down". Crossword puzzles are a game that will make the teaching-learning process more attractive than before. The students will feel fun and relaxed and enjoy and memorize the vocabulary in different ways, that is, rewriting them. Case (1994) states that "puzzles are useful for language learners because the enjoyment, satisfaction, reflection, and play can focus learners’ attention on the language in a concentrated but non-stressful way."

METHOD

In conducting this research, the research used quasi-experimental research with pretest and posttest. There were two groups in this research. They were an experimental and control group. In other words, the control group was not given treatment. According to Ary, Jacobs, Sorensen, and Razavieh (2010), the research design of quasi-experimental is described as follows:
The Use of Crossword Puzzle to Increase Students Vocabulary

Dowdy, Weardon, and Chilko (2004) state that population is commonly understood to be a natural, geographical, or political collection of people, animals, plants, or objects. The population of this research was grade VIII students at SMP Alkhairaat Tandaigi, consisting of two parallel classes. The whole population can be seen clearly in the following table.

Table 3.1
The Distribution of Students

<table>
<thead>
<tr>
<th>No</th>
<th>Classes</th>
<th>Number of Students</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>VIII A</td>
<td>22</td>
</tr>
<tr>
<td>2</td>
<td>VIII B</td>
<td>21</td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td>43</td>
</tr>
</tbody>
</table>

A sample is a small proportion of the population selected for observation and analysis. In this case, the researcher used a purposive sampling technique and then chose class VIII A as the experimental group and VIII B as the control group. There are some reasons why the researcher chose VIII A to be investigated. Firstly, based on their English teacher's point of view, the students in this class have problems with vocabulary and low motivation in learning English.

Variables are the conditions or characteristics the experiment manipulates, controls, or observes. The researcher used two variables; they were dependent variable and independent variable. The independent variable was the crossword puzzle, and the dependent variable was the students' Vocabulary at SMP Alkhairaat Tandaigi.

The test consists of a pretest and posttest. The purpose of giving the pretest is to measure their Vocabulary in English before the treatment. The posttest was used to measure the students' English Vocabulary after the treatment. The result of this measurement determined whether the treatment could improve their vocabulary.

FINDINGS AND DISCUSSION

FINDINGS

In collecting data, the researcher uses tests. There were two kinds of tests used by the researcher, which were pretest and posttest. Both of the tests were given to the experimental and control class. The data was collected from January 7th, 2020 Until
March 5th, 2020. The teacher gave the treatment to the experimental class on January 7th, 2020. The posttest was also given to both the experimental and control classes to know how the crossword puzzle was implemented during the treatment.

The researcher analyzed the squared deviation to get the significant difference between the experimental and control group result by using the formula proposed by Gay (1996) as the following formula:

\[ \Sigma_x^2 = \Sigma_x^2 - \frac{(\Sigma_y^2)}{N} \]

\[ \Sigma_y^2 = \Sigma_y^2 - \frac{(\Sigma_y^2)}{N} \]

Where:
\( \Sigma_x^2 \) : Deviation score of the experimental group
\( \Sigma_y^2 \) : Deviation score of the control group
\( N \) : Number of students

1.1.1.1 Result of the Deviation

<table>
<thead>
<tr>
<th>Total score</th>
<th>1406.6</th>
<th>1613.27</th>
<th>206.67</th>
<th>2977.83</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mean score</td>
<td>63.93</td>
<td>73.33</td>
<td>9.39</td>
<td>135.35</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Total score</th>
<th>1326.61</th>
<th>1439.96</th>
<th>106.69</th>
<th>1244.81</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mean score</td>
<td>63.17</td>
<td>68.56</td>
<td>5.08</td>
<td>59.27</td>
</tr>
</tbody>
</table>

After analyzing the mean score deviation of both groups pretest and posttest. It can be seen that the mean deviation of the experimental class was higher than the control one. The mean score of deviation of the pretest and posttest of the experimental class is 9.39. The mean score of deviation of the pretest and posttest of the control class is 5.08.

**DISCUSSION**

Based on the researcher's preliminary observation at SMP Alkhairaat Tandaigi, he found some problems with students' vocabulary. Most students have less vocabulary and find it difficult to memorize some English words their teacher has already taught.
They also lack vocabulary, especially vocabulary, and the teacher only uses conventional methods, which the students get bored with. It can make the students too lazy to learn English.

The researcher conducted a pretest and posttest to determine whether Crossword Puzzle can increase the students' vocabulary mastery of grade eight students of SMP Alkhairaat Tandaigi. The researcher determined that this research focused on the vocabulary mastery of nouns (concrete nouns) that cover the meaning and spelling of the words.

In this discussion, the researcher gave a pretest for experimental and control groups at the first meeting. The purpose was to know the students' prior knowledge before giving the treatment. There were 15 items of tests; 5 items of Multiple choice and 5 items of matching words, and five items of jumble words. After giving the pretest, the researcher found that almost all of the experimental and control group students had less vocabulary and did not understand what the teacher said.

After conducting the pretest, the researcher continued giving the experimental group the treatment for six meetings. The researcher introduced the students to Crossword Puzzles during the teaching and learning process. Then the researcher gave the example of a Crossword Puzzle based on the topic. Firstly, it was difficult for students to relate the Crossword Puzzle strategy, and they are challenging to fill in the blank columns in the puzzle. It happened because the students' vocabulary is still lacking. They also did not know how to spell the words and their meanings. Because of that, the researcher guided the students to find the meaning of words and spell the words correctly using a dictionary.

After conducting the treatment, the researcher gave the experimental and control groups a posttest to determine whether the students' vocabulary mastery was increased. The difficulty of the questions was at the same level of the pretest. The result of a posttest showed that using Crossword Puzzles can increase vocabulary mastery. It is proven by the value of t-counted (2.176), greater than t-table (1.683). It is also strongly supported by the students' posttest scores. There are Fourteen students successful, while eight students failed. It showed that there is a significant improvement in students' scores.

In conclusion, by the data gathered from the pretest and posttest, the researcher found that the student's vocabulary mastery of the Grade VIII students at SMP Alkhairaat Tandaigi is improved with the effect of implementing Crossword Puzzles. Crossword Puzzles can make students motivated to learn vocabulary. Crossword Puzzle is a suitable strategy to teach and enrich vocabulary because the definition or synonyms of the words are right there to provide reinforcement.

**CONCLUSION**

Based on the data analysis in the previous chapter, the researcher concludes that Crossword Puzzles can increase vocabulary mastery of eighth-grade students of SMP Alkhairaat Tandaigi. The data analysis result shows that the experimental class's mean
score (73.33) is greater than the mean score of the control class (68.56). It is proven by the value of t-counted (3.86) greater than the t-table (2.021). It means that the hypothesis proposed by the researcher is accepted. There is also a progress value of the students’ mean score of the experimental class from 63.17 in the pretest to 73.33 in the posttest. It means that the hypothesis of the research was accepted. Therefore, it is concluded that using Crossword Puzzles can increase students’ vocabulary mastery.

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