



ONLINE CROSSWORD PUZZLE ON YOUNG LEARNERS' VOCABULARY KNOWLEDGE

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Abstract

Vocabulary is one of the essential language components in learning the English language. Therefore, the learners must learn vocabulary to be able to master four skills, which are listening, speaking, reading, and writing. Teaching vocabulary to young learners is considered difficult. As a result, the teacher can use one of the medias that can be applied in teaching vocabulary to young learners using an online crossword puzzle game. The aim of this research is to find out the effect whether teaching vocabulary using online crossword puzzle games have a significant effect on vocabulary knowledge for young learners. The research is conducted to the fourth-grade of elementary students.. In conducting the research, quasi-experimental method and one group pre-test and post-test design are used. Based on the data calculation, it can be concluded the t-test value is higher that the t-table value ($5.0813 > 1.677$). The result shows that the students' in learning vocabulary with the experimental group has significant effect after giving the treatments using online crossword puzzle game. The students can memorize the word easier because they understand the meaning of the word by engaging in language learning experiences through visual aids.

INTRODUCTION

Vocabulary is one of the essential language components in learning the English language. Learning vocabulary is the way to master listening, speaking,

reading, and writing skills because if they do not know too much about vocabulary, they will not be able to master these four skills (Hamer & Rohimajaya, 2018). Neuman & Wright (2014) said that vocabulary can be defined as the words someone must know to communicate effectively: words in speaking (expressive vocabulary) and words in listening (receptive vocabulary). Vocabulary has been defined as words and phrases to indicate the things about a concept (Blachowicz et al., 2006).

Vocabulary is the basic for language and is importance for language learners. Moreover, Schmitt (2019) stated that vocabulary is one of language components that is important. Vocabulary is also defined as a word that is used individually or in group arranged in alphabetical order and has meanings (Miller & Brewer, 2003). It means that vocabulary is word that has a meaning and is combined with alphabet. Vocabulary is one of the important elements in teaching English (Sulistiyawati et al., 2021). Without understanding vocabulary first, students even cannot say simple word. It can be determined that vocabulary is a list of words used to express the idea and it means that vocabulary is very important in every aspect as a basic component language.

So far teaching vocabulary to a young learner is considered difficult because the teacher must have critical thinking to create an exciting learning process (Copland et al., 2014; Khikmah, 2019)). In some cases, however, the students find it hard to memorize the vocabulary (Susanto, 2017). The students are often having to consult their dictionary before finally doing what their teacher asks. Therefore, they need to be given an easier way to learn vocabulary. Dealing with this problem, using online games is one of the ways to solve this problem. According to Uchihara & Clenton (2020); Putri et al., (2020); "Game is one method that could make students feel that certain words are important and necessary". In line with that statement, one of media that can be used in teaching vocabulary to young learners is online crossword puzzle games.

Crossword Puzzle is a game of words where the player is given a hint and the number of letters. Meliyani & Kareviati (2021) stated that crossword puzzle is an effective teaching tool of terminology definition, spelling, and pairing key concepts with related names, resulting in greater retention and memorization of facts. Moreover, according to (Lelawati et al., 2019), crossword puzzle is a game in which words guessed from their definitions are fitted into a diagram of white and black squares. Therefore, by using this media, the students can improve

their enthusiasm, motivation, interest and active in learning English vocabulary, and the students can memorize the word easier.

RESEARCH METHODOLOGY

In conducting this research, quasi-experimental method with pre-test and post-test design were used to find the effectiveness of using an online crossword puzzle game on young learners' vocabulary knowledge. The population of this research is the fourth-grade students in SDIT At-takwin Sukabumi. In selecting the sample, the writer used random sampling. The result, class IVB selected as experimental group and IV C as the control group.

Vocabulary test was used to get the data needed and find out the effect of using online crossword puzzle game on young learners' vocabulary knowledge. In doing of this research, both the experimental group and control group are given a pre-test in the first meeting before the treatment. The purpose of giving a pre- test is to measure out their knowledge before treatment. While answering the pre- test, the students have to choose the correct answer from the questions. Second, the treatment itself was given three meetings by using online crossword puzzle game in the experimental group, while the control group is taught by scrabble game. The last, multiple-choice questions were given as post-test to check their knowledge of vocabulary after the treatment was given.

RESEARCH FINDINGS AND DISCUSSION

In conducting this research, the writer used vocabulary test and treatments to get the data needed and find out the effect of using online crossword puzzle game on young learners vocabulary knowledge. First, the writer gave vocabulary test as the pre-test for experimental and control groups. Second, the experimental group was given three treatments by using online crossword puzzle. While, the control group was given three treatments by using scrabble game.

After all of the treatments were given, the writer gave vocabulary test as the post-test in the end of the research. Some problems in the pre-test had been reduced in the post-test. It was considered that there were significant

differences between the students' result in pre-test and the students' result in post-test. Then, all the data were collected, t-test formula was used to the test hypothesis.

Based on the calculation of the data, t-test value is 5.0813. It is used to know the use online crossword puzzle game on young learners vocabulary knowledge. Meanwhile, t-table value is 1.677 at significant level 0.05 with the degree of freedom (df) is 50. In this case, the t-test value is higher than the t-table value ($5.0813 > 1.677$). It can be concluded that the alternative hypothesis (H_a) is accepted. Even though, the results of pre-test and post-test of control and experimental groups after giving the treatment has significant effect. It means, there is no different between online crossword puzzle in experimental group and scrabble game in control group, but the result of experimental group is higher than control group. The findings support the previous studies conducted by Melasari et al. (2019); Castillo-Cuesta (2020); and Asrul et al. (2022).

CONCLUSION AND SUGGESTION

The research entitles, "Online Crossword Puzzle on Young Learners' Vocabulary Knowledge." The limitation of this research is on noun. The research is conducted to the fourth-grade students with the total population of 101 students and the total sample of 50 students. The writer administered pre-test, treatment, and post-test during the process of the research to get the data of students' vocabulary knowledge. After the data had been collected, the writer used t-test formula to calculate the result of t-test value. The score of t-test value is 5.0813, and it is higher than t-table with the level of significance of 0.05 is 1.677 with degree of freedom is 48. It means that the alternative hypothesis (H_a). As a result of the research, that online crossword puzzle game can help the students in learning vocabulary. After giving the treatment, most of the students can memorize the word easier because they understand the meaning of the word by engaging in language learning experiences through visual aids. Then, students are more interested and motivated when learning English using these media. It can be seen from the result of t-test value is higher than t-table value. Therefore, the result shows that there is an effect of using online crossword puzzle game on young learners' vocabulary knowledge in experimental group and scrabble game in control group. Even though, the results of pre-test and post-test of control and

experimental groups after giving the treatment has significant effect. But, the result of experimental group is higher than control group.

Based on the research finding above, the use of online crossword puzzle games have a significant effect on vocabulary knowledge for young learners. There are two suggestions given by the writer for the teacher and the next researchers who are interested and want to use online crossword puzzle as a media in the classroom. First, for the teacher who want to apply the using of online crossword puzzle make sure that the class is appropriate with the media of teaching. In this case the classroom should be provided with the projector and speaker as a main item of media. Second, the teacher and the next researchers should find an appropriate media such as online crossword puzzle in teaching vocabulary and they should prepare the interesting topics related to the material that will be learned. However, the class situation became quite noisy because the students were enthusiastic in joining the activities. For solving this problem, the teacher and the next researchers should make the rules to reduce the students' negative activity such as noisy and bad attitudes and should be able to manage the class well.

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