

## **SPELLING BEE GAME TO ENHANCE VOCABULARY SKILL**

<sup>1</sup>Mukminatus Zuhriyah, <sup>2</sup>Lailatur Rohmah

*Universitas Hasyim Asy'ari*

<sup>1</sup>zoehrea@gmail.com, <sup>2</sup>lailarohmah022@gmail.com

First Received: November 6, 2022

Final Proof Received: December 30, 2022

### **Abstract**

This study aimed to test student vocabulary skills front and back class using the Spelling Bee game. A pre-experimental design was used. This research was conducted at Salafiyah Safi'iyah Seblak Diwek Jombang, MT. The sample for this study was class VII D students of MT Salafiya Safiya Sebrak Diwek Jomban for the 2021-2022 academic year. Researchers analyzed data using t-tests with SPSS V.25. After collecting the data, the researchers received results before and after the test, with a average pretest score of 65.68 for her and a mean post-test score of 77.05. The researchers then analyzed the data using a t-test, with a Sig. (two-tailed) result of less than 0.05. Ha can be said to have been accepted. Several conclusions were drawn based on the results of the data analysis. That is, students' vocabulary before teaching with the Spelling Bee Game appeared lower than it was after being taught with the Spelling Bee Game. Vocabulary of students before and after teaching with the spelling bee game. Therefore, maybe concluded and the spelling bee game is effective in class the vocabulary of class VII D of MT Salfiyah Safi'iyah Seblak Diwek Jombang.

**Keywords:** Pre-experimental research Design, Spelling Bee Game, Vocabulary Mastery.

## **INTRODUCTION**

English is that the initial foreign language that's usually utilized by many folks round the world to speak. Learning English is indispensable during this epoch. the primary factor once progressing to learn English is to expand vocabulary as a result of the broader information of English vocabulary can create it easier for North American country in everyday communication.

Aniza et al., (2021) , explains that the tough things encountered by students in learning vocabulary were terribly varied. additionally, students' problem in selecting the proper that means, students area unit notwithstanding confused in exploitation words grounded on the atmosphere and conjointly students' area unit still confused once finding words or expressions. expression one. There are unit many factors that create it tough for college kids to be told vocabulary: in English the structure of written vocabulary is totally different from the structure of spoken vocabulary, the quantity of vocabulary that students ought to learn {is terribly is extremely is incredibly} massive whereas the sources of vocabulary that students get area unit very restricted

Vocabulary is part of every language in the world. In English, vocabulary is often learned because the second language is a barrier to communication. English has four skills: speaking, listening, writing, and reading. These four skills are often divided into the two types of productive skills and receptive skills. Productivity is the spoken and written word. Receptivity is a term used for reading and listening, the skills that extract meaning from language.

Anisa, (2015) said that teaching vocabulary is not easy. Students should not only do we know the words; we also know the meaning of the words. A spelling bee game can be used as

an alternative activity in teaching vocabulary. It's also a good alternative game for practicing student spelling skills. One of the benefits of the Spelling Bee game is that it helps students remember correctly spelled words. The problems found in the observation showed that they had lack vocabulary, there was no memorization of the alphabet in English and did not know to write a word correctly.

Nafisah et al., (2020) said that Vocabulary is the basis of language learning. Why do we need vocabulary? If learners can listen, write, speak and read, they should have a good vocabulary. To understand a language means to be able to recognition and see it. Therefore, when using good phrases, you should have a good understanding and know what it means the word. Learning vocabulary is not easy. If someone becomes a baby, that time begins to progress. Your mother tongue is basically your first language. Simple words when listening to someone is a way to acquire vocabulary.

Aniza et al., (2021) said that A vocabulary is a set of words that belong to someone, another entity, or part of a particular language. Vocabulary is a core component of language proficiency, providing also the grounds a learner can speak, listen, read and write. A person with a large vocabulary is considered proficient in four levels of English. Vocabulary is an important aspect in the learning process. Students need it when learning vocabulary, an important aspect of the learning process. It is necessary for mastering English skills such as read, write, speak and listen. Students learning English should have a good vocabulary so that they can easily master the language.

By studying the case above, in MTs Salafiyah Safi'iyah Seblak Diwek Jombang, based on observations of the English classroom teaching and learning process, researchers found that English teachers still use drills and rote exercises to teach English vocabulary. The students were unmotivated to learn English because they were bored with the techniques the teacher was using to teach them and they didn't seem to enjoy the English lessons. Therefore, the researchers conclude that the drills and memorization techniques used by Salafiya Safiya Sebrak Diwek Jomban, an English teacher in her VII D of MT, can cause boredom in students. In addition, students are less motivated to keep up with their English classes. For this reason, English teachers need to find other teaching methods that make teaching vocabulary fun.

Because of the condition above, the researcher conduct would like to a contest in which students are asked to spell out a word choice board, usually at varying levels of difficulty. Spelling is not just memorizing words, it is the letters that form words, a process that makes thinking difficult. Students are given some hints to answer or spell words correctly. B. From definitions, pronunciations, word types (such as noun objects), to example sentences using these words. In this study, the researchers used the spelling bee game as a vocabulary teaching technique because it is a fun activity that increases students' interest in learning English. Based on the above background, the researchers wanted to know whether using the spelling bee game made a significant difference in vocabulary teaching outcomes.

Researchers conducted research at MTs Salafiyah Safi'iyah Seblak Diwek Jombang because previously researchers had made observations and researchers analyzed related to teaching and learning process at the school. Then the researchers obtained the results that students at MTs Salafiyah Safi'iyah Seblak Diwek Jombang had difficulties, especially in terms of vocabulary mastery.

### **Vocabulary**

Wafaa (2017) When you learn a new language, you first need vocabulary, which is an important component of that language. Also, you should understand every word in the text. Hamer explained that vocabulary plays an important role. Playing an important role as donors of organs and flesh, linguistic structures form the skeleton of language. Vocabulary is the first thing that is learned in language learning, and it is the basic element necessary for language acquisition. This is the first thing that comes to mind when someone talks about vocabulary. Vocabulary is related to words. how they change, how they relate to each other, and how they use them for communication. Vocabulary can be defined as words (expressive vocabulary) and words that you need to know to effectively communicate words in speaking, you need to know to communicate words effectively when listening (receptive vocabulary) (Daroen, 2019). Vocabulary is one of the constructing blocks of language, and one of the first matters implemented linguists paid interest to (Nafisah et al. 2020). For the above reasons, researchers believe that lexical power is the ability of a student to use the words of a language they discover in the wonderful conditions they acquire in life, and that it is necessary to master the vocabulary well in order to comprehend. I conclude that it will be one of the elements.

### **Rubber Ball Throwing Game**

Spelling Bee is a competition aimed at helping children improve their spelling, expand their vocabulary and use English correctly. Nurpitasari (2012) states that the spelling bee game boosts children's confidence and, most importantly, is a lot of fun. Correct spelling is one of the writing subskills. The ability to pronounce words based on their written form is also a useful speaking skill. 70% of English words are spelled predictably and 3% of words are predictable. However, they are so irregular that they should be considered as separate items. Spelling Bee is an exciting way to help kids overcome spelling problems with problematic words. From the above description, spelling or spelling words is a method that can be used to engage students in active learning with the aim of instilling in them a proactive learning mindset and fostering their creativity. This method is expected to keep students engaged and engaged in learning.

### **METHOD**

This study uses a pre-experimental design. Researchers use we group pre-tests and posttests in pre-experimental designs for several reasons. First, it was not intended for comparison, but to see if students' scores improved after receiving treatment in the spelling bee game. Second, in limited time and limited cost. A true experimental design cannot be used. Finally, this method should not use control groups.

### **Respondents**

The respondent of this research was the class VII D of MTs Salafiyah Safi`iyah Seblak Diwek Jombang in PP. Salafiyah Safi`iyah Seblak.

### **Instruments**

The instrument used by researcher in this study is to give a test. The researcher gave two tests to the students. The first test is pre-test and the second is post-test

### **Procedures**

1. Doing the Preliminary Studies

A preliminary survey at one of the secondary schools in Salafiyah Safi'iyah Seblak Diwek Jombang, MT, revealed that students in the school still struggled to develop their vocabulary. In the writing task, students were unable to focus on what they do needed to write due to their lack of vocabulary, and student were unable to express their thoughts effectively. A similar situation occurred during my speaking activities, where I could not express my thoughts clearly because I did there are not enough English words to convey them. Therefore, this problem has to be solved and one of the methods teachers can use to improve and develop the vocabulary of their students is through the use of games.

2. Creating the Research Instrument

Research equipment is a tool used by researchers to collect data. The equipment used by researchers was for testing. A vocabulary test was used in this study to measure the student vocabulary. Researchers must use tools to create better data. In this study, the authors used test vocabulary as a tool. In this study, the authors administered vocabulary tests to students before and after treatment. The multiple-choice test consists of 20 items covered by vocabulary indicators consisting of pronunciation, spelling and meaning. The source for the instrument is taken from the book *When the English Rings the Bell*. The score is the result of the task giving the number obtained by adding the numbers of each item on the correct test, the value is also a number, the result of changing the score. Bafadal, (2018).

3. Applying Treatment

To achieve of effectiveness this research, on the spelling bee game media, the researchers applied it to students by applying the media to students in the classroom. By means of students being asked to spell one word in the time determined by the teacher. Thus, it is hoped that this research will be very effective.

4. Collecting the Data

Data collection can be interpreted as an activity carried out by researchers to collect information or field data needed by researchers as the purpose of doing research. The results of the data acquisition will be used by researchers as a hypothesis test.

5. Analysis Data

Data analysis is a necessary chapter for researchers to begin writing their research protocol. Like a study, it's an activity after everyone's data has been collected

6. Concluding

The conclusion is the part of the study that logically brings it all together. As the final part of the research paper, the conclusion provides a clear interpretation of the research findings that emphasizes the importance of the study.

### **Data analysis**

Researchers use pretests and posttests to examine differences in student ratings when using spelling games on vocabulary acquisition. After the statistics are obtained from the pretest and posttest episodes, they are extensively analyzed and processed by calculating descriptive data and then pretest and posttest normality. Normality tests are used to determine whether a set of information is correctly modeled by a normal distribution. Normality test aims to show that the sample statistic comes from a normally distributed population. To detect normality, the

researchers use the Kolmogorov-Smirnov test against her SPSS 25 zeros for a single sample. After normalization, the effect of received records is analyzed using the paired sample t-test in order not to test any hypotheses. From the results of our guess, we can tell if it's full size. (Bafadal, 2018).

## **FINDINGS AND DISCUSSION**

### **1 Students vocabulary mastery before being taught using the spelling bee game**

After all, the results of the student pretest are collected. We then analyzed the results using descriptive statistics. The results are impressive in the table 4.4

Table 4.4. Descriptive Statistic of Pre Test

<b>Descriptive Statistics</b>									
	N	Mini mum	Maxi mum	Sum	Mean			Std. Deviat ion	
	Sta tist ic	Sta tist ic	Sta tist ic	Sta tist ic	Sta tist ic	Sta tist ic	Std . Err or	Sta tist ic	
Pre test	19	56	76	1248	65,68	1,445		6,299	

The table above showed that the score before being given treatment on student's vocabulary mastery. The student's pretest scores got a mean of 65,68. Maximum pretest the score is 76, and the lowest point was 56. It means that the vocabulary mastery of class VII D students is still low. It can be seen from the average pretest score.

### **2 Evaluate student vocabulary after teaching with a spelling bee game**

After all students have collected their post-test results. We then analyzed the results using descriptive statistics. You can see the results in the table below 4.5.

4.5. Descriptive Statistic of Post-Test

<b>Descriptive Statistics</b>									
	N	Mini mum	Maxi mum	Sum	Mean			Std. Deviat ion	
	Sta tist ic	Sta tist ic	Sta tist ic	Sta tist ic	Sta tist ic	Sta tist ic	Std . Err or	Sta tist ic	
Postt est	19	64	96	14,64	77,05	2,048		8,929	

From the above table, we can see that the result of the statistical description of the students of class VII D after the test is 19 students in total. This table shows that the average is 77.05. The maximum score is 96. The mode is simply the value with the highest frequency. And the passing score is 64, which means that many students are

getting average grades. From this, we can see that the average score of the students is increasing. This indicates that students in class VIID are improving their vocabulary.

**3 Significant difference in student vocabulary before and after learning being taught the spelling bee game.**

The researchers used a paired-sample t-test statistical test specified in SPSS 25 to confirm of effectiveness of using the spelling bee game. Before researchers tested the validity pre-test and post-test results, the data under test had to show normal results. Therefore, the researchers confirmed the pre-test and post-test results with a normality test. The goal is to check if the resulting data is normal. The results are as follows.

Table 4.6. Normality test for pre-test and post-test questions.

One-Sample Kolmogorov-Smirnov Test		
		Unstandardized
		Residual
N		19
Normal Parameters <sup>a,b</sup>	Mean	,0000000
	Std. Deviation	5,18675734
Most Extreme Differences	Absolute	,227
	Positive	,161
	Negative	-,227
Test Statistic		,227
Asymp. Sig. (2-tailed)		,011 <sup>c</sup>
a. Test distribution is Normal.		
b. Calculated from data.		
c. Lilliefors Significance Correction.		

These results show that Sig. (2 - tailed) is 0.011. This means that the data are declared normally distributed if they are greater than 0.05. If the data are normal, the next computation is a paired-samples t-test. Examine significant efficacy. After pre-test and post-test data proved normal. The score is then analyzed with the t-test. You can see the results in the table below 4.7.

Table 4.7. Paired Sample Statistics Test

Paired Samples Test							
	Paired Differences				T	Df	Sig. (2tailed)
	Mean	Deviation	Std. Error	95% Confidence Interval of the Difference			
				Lower	Upper		

Pai r 1	pospr ttes <sup>ete</sup> t st	-11,368	7,455	1,710	- 14,962	-7,775	- 6,647	18	,000
------------	--------------------------------------	---------	-------	-------	-------------	--------	------------	----	------

Based on Table 4.8, the results of the paired sample test show the results of the analytical comparisons using the t-test. The output shows the average before and after the test (-11,368), standard deviation (7,455), mean standard error (1.710). The bottom difference (-14,962), while the top difference (-7,775). The results of the t test = (-6,647) with a df of 18 and a significance of 0.000.

Learning strategies are needed to support the realization of successful learning. One of the strategies used by the researchers here is the bee spelling game, which is a vocabulary game that helps students master vocabulary. In some junior high schools, they have not used the strategies as a teacher's tool in teaching. So that the teacher's activities in teaching feel monotonous and students become bored quickly in following the lesson. Therefore, this time the researcher tried to apply the Spelling bee game strategy to help students learn vocabulary easier. This study proves that use the spelling bee game is effectively to teach vocabulary. The Spelling Bee Game has several advantages when applied to the vocabulary learning process. As mentioned in Chapter 2, the Spelling Bee game helps students learn word. It not only memorizes words, but also complex thought processes by receiving cues on how to spell words correctly: definitions, pronunciation, how to enter words (nouns, verbs, adjectives), words used in sentences, etc. be introduced. From this definition, they conclude that the Spelling Bee game brings joy and fun to the learning process of students, allowing them to open their minds to refer to new vocabulary, pronounce and spell. It's easier for students to memorize words letter by letter than just giving them a list of words.

Then, the results of studies conducted by Yusuf (2017) We have found that the spelling bee game has a great effect in improving the vocabulary of students. By teaching vocabulary with the help of the spelling bee game, students can expand their vocabulary, improve their spelling skills, Enjoy the learning process. Because when the rules in the learning process are violated, it will result in uncontrolled class conditions. With these learning rules, students are expected to obey the rules. In this way, the learning process will run effectively.

The spelling bee game helped students memorize, repeat, spell and understand words at the same time, thus increasing their vocabulary. Spelling Bee is fun game student learn vocabulary memorize the correct spelling words based on their language skills. In this game, students don't just learn words, they learn letter by letter. Sometimes students have a bad memory and keep pronouncing the letters and have a very difficult time pronouncing them in one word. You can gain the courage to speak. In addition, students can not only increase their vocabulary, but also practice speaking and understand the meaning of words. Because Students get motivation and confidence students become better to learn English and they also try to help their friends who have difficulty spelling. Spelling Bee game gives us how to build motivation, support friends and also show us about sportsmanship when we run our game.

According to Putri (2021) the word "vocabulary" to the large number of the word students need to know not only to remember their form, but also to understand their meaning. Vocabulary is not limited to just the meaning of words, it is about how vocabulary is structured in the language, how people use words, and how English can be understood more easily in the

world of education and education. It includes how you are learning words so that you can use them as communication.

## **CONCLUSION**

English is that the initial foreign language that's usually utilized by many folks round the world to speak. Learning English is indispensable during this epoch. the primary factor once progressing to learn English is to expand vocabulary as a result of the broader information of English vocabulary can create it easier for North American country in everyday communication.

The results of the paired sample test show the results of the analytical comparisons using the t-test. The output shows the average before and after the test (-11,368), standard deviation (7,455), mean standard error (1.710). The bottom difference (-14,962), while the top difference (-7,775). The results of the t test = (-6,647) with a df of 18 and a significance of 0.000. Mean scores were higher after teaching in the spelling bee game. This means that  $H_a$  is accepted and  $H_o$  is rejected. In conclusion, the spelling bee game is an effective strategy that he will use to teach class VII D vocabulary acquisition of MTs Salafiyah Safi`iyah Seblak Diwek Jombang in the 2021-2022 school year.

## **REFERENCES**

- Anisa Rohmawati. (2015). Spelling Bee in Teaching Vocabulary. *Journal of English and Education*, 3(2), 1–15. Department of English Education, Indonesia University of Education%0A
- Aniza, G. H., Wangi, W., & Faculty, A. (2021). *LUNAR ( Language and Art )*. 5(1), 194–202.
- Bafadal, F. (2018). *The Use of Charades Games in Teaching Vocabulary to the Junior High School Students*.
- Bahar, et al. (2021). *The Use of Spelling Bee Game to Encourage Students' Vocabulary at Seventh Grade Student of SMPN 3 Pagimana*".
- Ilham, et al. (2020). *The Use of Spelling Bee Game In Teaching Vocabulary At The Seventh-Grade Students of MTs Hidayatullah Mataram*.
- Mayasari, et al. (2019). *The Effect of Using Spelling Bee Games to Improve Students' Vocabulary Mastery In Using ICD 10 Chapter XVIII and XXI at APIKes IRIS Padang*.
- Nafisah, B. Z., Lecturer, E., Lecturer, E., & Email, C. A. (2020). *SPELLING BEE GAME IN STUDENTS' VOCABULARY*. 7(2), 89–95. <https://doi.org/10.33394/jo-elt.v7i2.3200>
- Ningrum, et al. (2020). *Improving Students' Vocabulary Mastery Using Spelling Bee Game at Fifth Grade in SDIT YA BUNAYYA PUJON*.
- Ningsih, et al. (2013). *The Use of Spelling Bee Game to Improve Students' Vocabulary Mastery (A Pre-Experimental Study of Vocabulary Mastery through Spelling Bee in Teaching Reading Recount Text)*.
- Nurpitasari. (2012). *The use of Spelling bee game to Increase the Students Vocabulary Mastery of the Seventh Grade at SMPN 1 Bantan*.
- Qomariyah, et al. (2020). *Spelling Bee Game in Students' Vocabulary Achievement*.
- Handayani, et al. (2015). *The Effect of Spelling Bee Game on Students' Vocabulary Mastery*.
- Sari, Y. (2012). *The Effect of Spelling Bee Game on Students' Vocabulary Mastery*.
- Sulviana, et al. (2021). *The Use of Spelling Bee to Improve Students' English Vocabulary Mastery at SMP Negeri 11 Makassar*.



- Wafaa, N. (2017). *Teaching Students Vocabulary By Using Spelling Bee Game of the Second Year Students At Smpn 3 Sungguminasa Gowa*. [http://repositori.uin-alauddin.ac.id/7994/1/NI%27MATUL WAFAA.pdf](http://repositori.uin-alauddin.ac.id/7994/1/NI%27MATUL%20WAFAA.pdf)
- Wahidah, N. (2018). *The Effectiveness of Spelling Bee Game on Students' Vocabulary Mastery*.