

The Effect of Bamboozle Game on Vocabulary Mastery of the Fifth Grade Students of SDN 3 Karangbendo In The Academic Year 2023/2024

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ABSTRACT

English learning by games becomes a phenomenon. In this research game applied on teaching vocabulary mastery at SDN 3 Karangbendo. This research aims to investigate whether there is any effect of Bamboozle game for teaching vocabulary mastery in fifth grade students of SDN 3 Karangbendo. This research is quantitative research with the experimental research design. There are 14 respondents of fifth grade students in SDN 3 Karangbendo. Purposive sampling technique is used to choose the respondents. Multiple choice tests were chosen for the data collecting method that consist 20 questions of common nouns and verbs. For the data analysis used t-test formula. The researcher found that there is enhancement on the post-test. The mean score was 42.85 in the pre-test and 60.71 in the post-test. The result of t-test is higher than t-table ($20.679 > 2.160$). It can be concluded that there is significant effect of Bamboozle game for teaching vocabulary mastery in the fifth grade students of SDN 3 Karangbendo.

Keywords: *Game; Bamboozle Game; Vocabulary Mastery*

A. Introduction

Vocabulary is the most important aspect of language proficiency because it determines how well learners speak, listen, read, and write (Richard, 2002). Furthermore, when the students know English vocabulary well they will learn English easier, because it is very important in the process of learning English language. How successfully someone communicates in English is largely determined by the number of vocabularies learned. Newton (2001) further describes that the relationship between vocabulary knowledge and language use as complementary knowledge of vocabulary enables language use and, conversely, language use leads to increased word knowledge. It is almost impossible to learn a language without words; even communication between humans is based on words. To succeed in English learning in the classroom, students must have a lot of knowledge in English vocabulary as it can support all subjects in English. Based on the definition, students should have a lot of English vocabulary that

can help them understand what their teachers explain and can give feedback on the material taught.

Based on the researcher's observation, it was found that grade 5 students still have difficulties in mastering vocabulary in learning English at SDN 3 Karangbendo. Most students assumed that English is a difficult subject, especially to master vocabulary such as memorizing the new word of vocabulary and secondly, students feel bored with the learning methods that used are less varied. Many students do not understand what the teacher is teaching in English when they are given a text or paragraph, so they cannot answer the questions. Although the teacher explained the material clearly the students still did not understand about it because they were lack of vocabulary.

Most students did not memorize vocabularies in learning activity, but if it is taught in the right way the students will increase their vocabularies easier such as using games in learning. For example, the more often a word is retrieved from memory the easier it is to remember. Therefore, games are useful in encouraging learners to remember words (Thornbury, 2002: 102). In this research the researcher tries to encourage students to use and play bamboozle game for increasing their vocabularies. Students are given the opportunity to learn while playing a fun game in the classroom.

One solution of the problem is teaching students to vocabulary mastery by using bamboozle game. The game can be adapted to the vocabularies that teacher is telling by creating its own question sets. This enables teacher to provide targeted instruction and focus on the individual requirements of his/her students. The game provides a review of the words and their meanings, which may assist in helping students to improve their vocabularies. The bamboozle game can also be used to reinforce important language skills. For instance, the game can be used to improve skills in critical thinking, reading comprehension, and grammar. Students are more likely to see the relevance of their vocabulary studies in a broader context and to connect various aspects of language learning by incorporating these elements into the game.

Based on the above explanation, the researcher wants to investigate the effect of bamboozle game for teaching vocabulary mastery. So, the researcher conducts an experimental research entitled "The Effect of Bamboozle Game on Vocabulary Mastery of the Fifth Grade Students of SDN 3 Karangbendo in the Academic Year 2023/2024".

In learning a language, especially English, there are four skills that must be learned. The four skills are reading, writing, listening and speaking. In speaking, one of the most crucial elements is vocabulary, which must be learned if someone wants to be skilled and proficient in English. Alqahtani (2015) stated that vocabulary is words that people should know to communicate effectively; words in speech (expressive vocabulary) and words in listening (receptive vocabulary). According to Hidayati (2016), vocabulary is a collection of words that someone knows. Moreover, Asyiah (2017) stated that vocabulary knowledge is one of the best indicators of verbal proficiency in language because vocabulary plays an important role in foreign language learning and one's language proficiency. Therefore, vocabulary knowledge is one of the best indicators verbal ability in language.

Thus vocabulary is an important skill to learn in order to understand in a language properly. Vocabulary is not only important for adults, but also very important for every individual as early as possible when they are able to carry out the communication process. Vocabulary is very important to be mastered by students in order to understand in language.

Vocabulary mastery is needed to be able to understand other people's words and express ideas. Susanto (2017) stated that vocabulary mastery is a strong skill in processing words in language. Vocabulary mastery is very important to understand a language. Therefore, success in vocabulary mastery requires motivation and interest so that it can master the words of the language correctly. Vocabulary mastery plays an important role in four language skills such as reading, writing, listening and speaking. This need to be considered because vocabulary mastery is one of the most basic skills of language.

In teaching vocabulary, the teacher has to choose the words really needed by the students in communication. Frequent exposure and repetition here means that the teacher should give much practice on repetition so that the students master the target words well. They also give opportunity to the students to use words in writing or speaking. The teacher should present target words in such a way that the meaning of the target words are perfectly clear and not ambiguous. The teachers tell the students that

they have to use the words appropriately. The use of words depends on the situation in which they are used and depends on the person to whom they are speaking.

The use of computer technology as a teaching aid is very beneficial in fostering student enjoyment in the learning process in a classroom environment. Teachers can use online games as one type of technology. Online games are games that are usually played for entertainment on the internet. These games are usually games that require the players involve to take part through a series of actions. The majority of online games allow players to control characters or objects through the space bar, arrow keys and other keyboard symbols. By seamlessly combining entertainment and education, online games offer a unique and immersive learning environment that fosters creativity, critical thinking, collaboration, and problem-solving skills. According to Hadfield (in Oya, et al. 2022) "a game is an activity with rules, a goal and an element of fun. Meanwhile Dobson (2009) has her own opinion about games herself have found that a good language game is a wonderful way to break the routine of classroom drill, because it provides fun and relaxation while remaining very much within the framework of language learning and my even reinforce that learning.

Based on the definition above, it can be assumed that the material have the positive impact on using computer technology, specifically online games, as a teaching aid to enhance student enjoyment and engagement in the learning process while promoting various skills and reinforcing language learning.

Edward (2022) said that bamboozle game is online game learning platforms that offer easy accessibility and fun interactivity for the classroom and outside the classroom activity. This game allows students to play and learn at the same time so that they don't get bored with English and so that they can become more proficient in learning it. Johari (2018) said that the game is governed by the rules. They should enjoy the game. Bamboozle game is a fun for users. In the teaching – learning process, game helps students to practice their learning in the classroom.

In addition, bamboozle game is a platform for online education that teaching through games. The teacher can also add his own games to the platform, which has a large selection of games to get the students started right away. As a result, as teacher add their own challenges to the resource pool, the content library continues to expand

daily. To put it another way, bamboozle is a online-based tool for making games that are fun and interesting. It is commonly known that games are important in the classroom activity.

B. Research Method

The research method used in this study is the pre-experimental method. The study was used a pre-experimental design with one group pre-test and post-test. Arikunto (2013: 124) explained that pre-experimental design observations are made twice, before and after the experiment. A pre-test is a test given to students prior to treatment and the students were given a post-test to determine their achievement.

The population of this research was the students of SDN 3 Karangbendo. It is located at Jln H. Muso Karangbendo. The population were all fifth grade students. The researcher chose the fifth grade students for this research because the students have low ability in vocabulary mastery. The total numbers of the respondents were 10 males and 4 females among the 14 students at SDN 3 Karangbendo.

In this research, the data are collected by using test. Test is a set of questions that require answers, or a set of questions that must be responded to with the aim of measuring the ability of the person being questioned. In this research the data were collected in the pre-test and post-test. According to Arikunto (2013), "a test is a tool or procedure used to find out or measure something in ways and rules that have been determined". The test type is multiple choice tests; it consists of 20 items (Total correct answers x 5) with four optional answers (a, b, c, d). The test used for getting the objective data of student vocabulary mastery by bamboozle game and to measure aspect of vocabulary such as verb and common noun.

C. Research Finding and Discussion

The researcher describes the result of the research which has been conducted. The data were obtained from the students' vocabulary mastery through vocabulary test. The research was conducted on Friday, at May 17th 2024 until May 21th 2024. The researcher held this research by teaching learning process that was done at one class. It was grade 5 students as experimental class. The respondents of the research consisted of 14 students.

In the pre-test, it was found that the highest score was 70 from one student and 10 score from one student were the lowest score. It found that the highest frequency was in interval 50-69, they were 4 students who got 50 score 3 students and one student got score 60. For the average score in this pre-test is 42.85.

In the treatment period, most respondent involved actively and enthusiastically, since it seemed new way of learning English for them. Few of them still struggled to understand the process and the researcher explained again. Researcher felt and needed to make sure that the respondent understood completely. It is important so, the result of treatment can be valued fairly.

Based on the researcher observation, respondents who active in the treatment got better score. During the practice time researcher made some note to record the learning or treatment process. On the hand, respondent who were passive and had less interest in learning process gain lower improvement.

The students' vocabulary test result indicated that on the pre-test, most of the respondents answered the questions incorrectly. Consequently their mean was 42.8571. On the hand in the post-test they had progress and their score was better than pre-test, the mean was 60.7143. Score improvement can be seen obviously. After analyzing the result of the students' vocabulary test the researcher knew that the class with game based learning strategy more effective to increase their vocabulary mastery. They were suit and easily adapt the method in teaching because it did not make them depressed so they felt enjoy when being taught.

The learners who learned with the usage of games, gain positive attitudes and can be more motivated while learning. The students were taught how to concentrate with a word which is having the clues. This strategy is appropriate for students, especially in learning vocabulary. The strategy promotes students' active exploration of word relationships, thereby lead to a deeper understanding of word meanings by developing their conceptual knowledge related to words.

Considering the explanation above, it can be claimed that using bamboozle game on students' vocabulary mastery has significant effect on students' motivation and also activeness in joining the English class. Moreover, it was also supported by the expert statement Gustinna, (2015:10) that the game strategy is one of the most powerful

approach to teach vocabulary because it engages students in thinking about word relationships. The students were taught how to concentrate with a book which is having the clues. This strategy is appropriate for students, especially in learning vocabulary because it provides such a cooperative with the other students in a group to find out the correct answer. Moreover, the respondents enjoyed having the experiment of teaching English using bamboozle game strategy.

D. Conclusion

Based on the result of the data analysis in research findings, it demonstrated with the result of T-test value. The result of data analysis represented that the T-test value was higher than T-table ($20.679 > 2.160$). Therefore, it can be concluded that there is a significant effect of Bamboozle game on vocabulary mastery of the fifth grade students on SDN 3 Karangbendo and it is recommended that the English teachers apply Bamboozle game for teaching, particularly for young English learners.

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