

THE MAKING OF *GUESS ME GAME CHALLENGE* TO LEARN VOCABULARY FOR JUNIOR HIGH SCHOOL STUDENTS

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Abstract: *As a phenomenon that many students are not so interested in the subject of English. One of the causes is lack of supporting media used by teachers to support the learning process. Students get bored in learning process because some teachers are book-minded. This project deals with the making of Guess Me Game Challenge to Learn Vocabulary for Junior High School students. The formulation of the problem is how to make Guess Me Game Challenge. The study belongs to descriptive research. The instruments used are documentations and observations. The purpose of this study is to make Guess Me Game Challenge to help student in learning vocabulary. There are two components in this game; they are self-made and expert-made components. The conclusions made after the making process of this game are the making processes of Guess Me Game Challenge. The results of this study are Boards, Clue Cards, Nametag and Figures.*

Keywords: *Guessing Game, Vocabulary, Junior High School Students*

INTRODUCTION

English is as an international language. It means English language is a concept as a global means of communication. Crystal (2006) in “English Worldwide” states that there were over 1 billion people that could communicate in English. This number keeps growing year by year. The current estimation suggests that 1.5 billion people spoke English.

For some countries, English is as a foreign language. According to Cambridge Dictionary (1995) in Cambridge Academic Content Dictionary, English as a foreign language is English taught to people whose main language is not English and who live in a country where English is not the official or main language. In Indonesia, English is not everyday language; English is only

taught in schools.

English language has four skills, they are: Speaking, Reading, Writing, and Listening. Besides, there is one aspect called "Vocabulary" as the supporting skill to help people learn English. The more someone master the vocabulary, the easier they are to go to the next level of learning English.

Learning English vocabulary is better started at early age, According to David and Yvonne, the Professor of Bilingual Education from United States in Academic Language for English Language Learners and Struggling Readers "The earlier a child got contamination of various languages the faster they would master it". They absorbed the information which given from the teacher quickly. It was a good chance to teach them a vocabulary subject.

It is known that many students are not so interested in the subject English because there is lack of supporting media used by teachers to support the learning process. Students get bored in learning process because the teacher is book-minded.

To solve the problems above,

"Guess Me Game Challenge" would be a good solution. This game is designed to help students in learning the basic and simple vocabulary. This game consists of 36 words, which divided into six categories; they are Electronics, Living Room, Public Places, Profession, Stationaries, and Transportations.

REVIEW OF RELATED LITERATURE

The Nature of Vocabulary

According to Hatch and Brown (1995), the term of Vocabulary, referred to a list or set of words for particular language or a list of words that individual speaker of language use. Set of words pervaded specific language term such as daily language, expression of saying something, formal term and many others. According to Lisa French (2006), vocabulary is a collection of word that you hear and read throughout your life. Your own vocabulary would never stop growing. The larger your vocabulary is, the more you will understand what you hear and read.

Vocabulary is all the words that person knows or uses and it is all the words in a particular language.

From the definition above, we could say that vocabulary is all the words such as names, verbs, nouns, adjectives, prepositions, expressions, or idioms in particular language that have meaning and used in oral or written communication.

The Nature of Game

Game is an activity between two or more persons to fight something. Game is always about the battle of two or more persons or groups, but in fun way.

From the old days, game is conducted by children to fill their leisure time with something fun, that is why game is very popular among the students. As time goes year to year, the kind of game also developed. The development of games can be seen from the improvement of the rules and media for playing the game from year to year.

Nowadays, game is modified not only for fun but also for education matter. Learning process will be more attractive and fun if it contains some games. A Teacher could try to combine the learning process with doing some games to attract the student attention.

According to Kramer in The

Games Journal, games can be defined as any activity that is exulted only for pleasure and without conscious purpose. In addition, according to Oxford Dictionary (1995), the definition of game is an activity that one engages in for amusement or fun.

People play games to relax their mind. There are no such things like physical punishment if someone loses in a game.

According to Salen&Zimmerman (2003), a game is a system in which system engages in an artificial conflict, defined by rules that result in quantifiable outcome.

Furthermore, Abt (1987) states that game is an activity that involves decision-player, trying to reach the goal, with limited by the particular context.

From the definition above, it can be concluded that game is all activities mean for amusement and fun.

The Using Game in Learning Vocabulary

Nowadays, game is not only for amusement, but now it appears as a helping tool in learning process. Many teachers try to combine the learning material with game to make

the learning process more interesting.

Halliwell (1991) argue that due to the creative language skill young learners bring into the classroom, teachers have to provide them with a Communicative atmosphere could come from many kinds of activity in classroom such as games.

Furthermore, the best way to learn vocabulary is when the meaning of the word is illustrated, for example by a picture or a real object.

Using games in teaching vocabulary lists several main advantages when games are used in the classroom, including:

- Games bring in relaxation and fun for students, thus help them learn and retain new words easier.
- Games usually involve friendly competition, and learners' interests.
- Games are highly motivating and they give students more opportunity to express their opinions and feelings.
- Vocabulary games bring real word context into the classroom.

In short, game is very helpful in learning vocabulary.

METHODOLOGY OF STUDY

Method of the study

In this study, the method used is descriptive. According to

Sugiono (2012), descriptive method is a research that is conducted to reveal the value of self-variable, one variable or more without compare or connect it to the other variable. The instruments used are documentations and observations.

Equipment and Material

The equipment and material needed to make this game were:

Equipment

Hardware

1. Computer
2. Printer

Software

1. Microsoft Office Word
2. Internet connection

Material

1. Colorful flannel leather

The flannel was used to make the figure, such as policeman, doctors etc.

2. Paper as calendar size

This paper was covered with flannel. This paper was the place to stick the figure of each category

Procedure of the study Data Collection Technique

The data collection technique uses in this study taken from internet and book. The definition from the

expert taken from the book while the other information is taken from the internet.

Product Design Design of the figure

The figure was made of the colorful flannel. The flannel was cut and shaped based on the categories. For example in profession category, there was a doctor figure. Therefore, the flannel needed was the white flannel. Next, the flannel was cut like a doctor costume. In the back of the ready-shaped flannel, the figure was inserted.



Picture 3.1 Design of Doctor Figure

RESULT AND DISCUSSION

The Making Processes of "Guess Me Game Challenge"

There were several processes in making this kind of guessing game called "Guess Me Game Challenge".

This game consists of 4 main

components they are: the board to place the character and the name tag, the character figure itself, the name tag of each figure and clue card that contain information about the figure. The components divided into two categories: self-made and expert-made. Self-made components were the components that created by the writer without any help from the expert, while expert-made components were the components which done by an expert help because the writer cannot handle it.

The self-made component

As mentioned above there were two categories of the component, self-made and expert-made. The self-made category included two components, they were Name Tag and Clue Card.

Name tag

Name Tag used to let the children knew what the name of each figure. It was made of flannel and used cardboard as the background. The processes of Name Tag making process can be seen as below:

First, Prepare the material needed, they are: scissor, flannel, letter sketch, card-board box, glue



Figure 4.1
The material of Nametag making
Second, Cut the flannel in letter-shape using scissors and letter sketch, the letter represents the figure for example Car



Figure 4.2 The cutted letter
Third, stick the cutted flannel into the card-board



Figure 4.3
Stick the letter on the cardboard
Repeat the step above until all of the figures have their own name tag.

Clue Card

Clue Card is a helping tool of this game. Each card consists of three statements about the characteristic, shape, or function of each figure, so it can help student to figure out what the vocabulary is being asked. This clue card made using Microsoft Office Word, the processes of clue card making can be seen as below:
First, open the Microsoft Office Word application, then click new slide

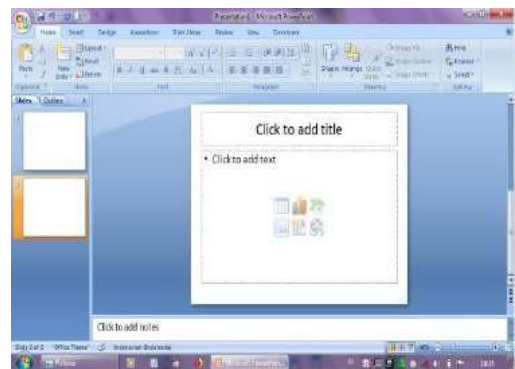


Figure 4.4
First step of clue card design
Second, make “Can You Guess Who Am I?” as the title of all page



Figure 4.5
Second step of clue card design
Third, type at least three (3) statements-characteristic, shape, or

function- which describe the vocabulary being asked

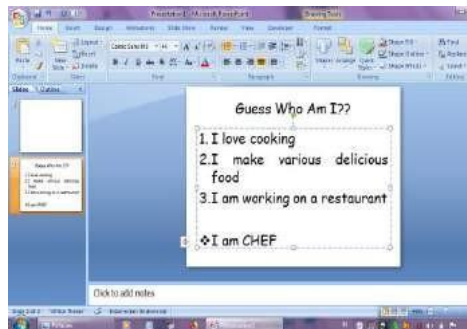


Figure 4.6

Third step of designing clue card

Repeat the stages above to all of the clue cards

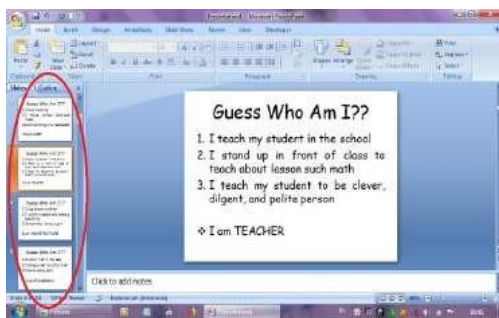


Figure 4.7

The last step of designing clue card

Board

Board has a function to put the figure and the nametag together so the student can play them. The process of making this board was handled by a smith in the workshop. It is made of plywood, 115 X 75 cm width as many as six pieces. After the plywood cut, then it was covered with the flannel. This flannel consists of six small Second, cut the sketch using scissors.



Figure 4.8 The Board

Figures

The figure consists of 36 different shapes that can be grouped into six categories, they are Transportation, Public Places, Professions, Stationary, Electronic tools, and Living Room Equipment. They all are made of flannel fabric and filled with cotton inside, it also provided with hook on the back of each figure in order to attach it with the board. The process of Figure making can be seen below: rectangle pieces.

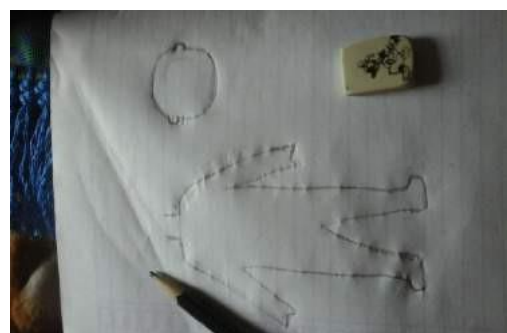


Figure 4.9 The Figure Sketch



Figure 4.10 The Cutted Sketch

Third, put the ready sketch on the flannel.



Figure 4.11 Sketch On The Flannel

Fourth, cut the flannel join the sketch



Figure 4.12 The Cutting Process of The Flannel

Fifth, sew the flannel that has been cut.

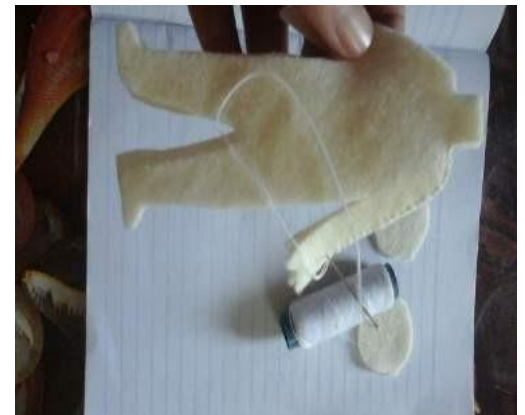


Figure 4.13

The Sewing Process of The Figure
Sixth, fill the flannel with Dacron, then finish the sewing process



Figure 4.14

The Filling process of The Dacron

Seventh, complete the figure with eyes and nose



Figure 4.15

The Process of completing the figure
Eight, give glue behind the ready figure in order to attach it with the board



Figure 4. 16 Backside of a figure

RESULTS OF THE STUDY

The result of this study is a set of game called Guess Me Game Challenge as a means to learn vocabulary for Junior High school students which consists of Board, Figure, Nametag, and Clue Card.

Board

Board, so each one of the board is for one category



Figure 4.17

The board for "Guess Me Game Challenge"

Figures

There were 36 figures that can be categorized into six different categories they were: Transportation, Public Places, Profession, Living Room, Electronic, and stationary



Figure 4.18 Figures

Name Tag

There were 36 of name tag to represents 36 vocabulary

There were six pieces of the



The Name Tag of "Guess MeGame Challenge"

Clue Card

There were 36 clue card that contain three questions



Figure4.20
The Clue Card of “Guess MeGame Challenge”

The Evaluation

Evaluation is the final step in this study. It is a procedure to find out what is the target opinion about the advantage, weakness, and their suggestion of the Guess Me Game Challenge. It was done at Junior High School 01 Bengkalis, Mei 22, 2017. The evaluators of this product were the students of first grade on that school. The product evaluated and the result can be seen below:

There were some students who evaluated this product. According to the students, this game was interesting. They liked to play with the figure from each vocabulary, but they got difficulties to understand the question from the clue card.

CONCLUSION AND SUGGESTION

CONCLUSIONS

There are several conclusions made after the discussion in making processes and the results of the final

project. The purpose of this study was to help student in learning vocabulary. This game is as a teaching-learning medium for students to learn vocabulary. The object in this study was Junior High School Students (SMPN 1 Bengkalis).

There were two ways of the making processes of Guess Me Game Challenge; they were self-made components and expert-made components. Self-made components were components or parts in this game that made by writer-self without any help from the expert, it consist of Name Tag, and Clue card. Another components named expert-made components, was a components or parts in this game that made by an expert because the writer could not handle it by herself, it consists of Board and Figure. The result of this study is a full set of Guess Me Game Challenge that consists of four components. The four components were Name Tag as many as thirty six (36) Sheets, clue card as many as thirty six (36) sheets, figure as many as thirty six (36) characters from different category, and board as many as six (6) pieces. The game

meant to use in Junior High school students. Last, the evaluation was done to know the opinion, weaknesses, and suggestions from the people who evaluate the product.

The problem faced during the making process of each components of the part in this game such as, difficulty to choose a word that can easy to understand by the Junior High school students for the clue card, difficulty to determine what the suitable material for the board, difficulty to make the complicated shape since it was hand- made.

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