Board race to boost students' vocabulary mastery

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Abstract

Vocabulary is one of the English components that should be taught by the learners, because it has main role for all languages. To understand English words and their meanings the learners must also know how the words work together in a good sentence. It can be concluded that in teaching vocabulary not only give the meaning of the word but also teach how the word works in sentence. The objectives of this research is to know whether there is significant and positive influence of using board race towards students' vocabulary mastery at Civil Engineering study program in Muhammadiyah University of Metro academic year 2017/2018.The kind of this research is quasi experimental design. The researcher took 2 classes on first semester and the number of the students are 31 as the experiment class and 31 are included as control class which are taken by using sample random sampling. In collecting the data, the researcher uses pre-test and post-test. In analyzing the data, the researcher uses non-parametric formula. After analyzing the result of data by using non-parametric formula, the researcher gets the result of t_{count} is 3,09 and t_{table} 2,00 (on criterion 1) and 2,69 (on criterion 2). It means that $t_{count} > t_{table,}$ then the criterion of t_{count} is H_a is accepted if $t_{count} > t_{table}$. So, there is significant influence of using board race game towards students' vocabulary mastery at Civil Engineering Students in Muhammadiyah University of Metro academic year 2017/2018.

Keywords: Board Race, Vocabulary, Influence, quasi experimental design

INTRODUCTION

Vocabulary is one of English components that should be taught by the learners, because it has main role for all languages. Vocabulary includes collections of words that are known not only as individual words but also as a

group of words that have meaning (Sulastri, 2011). Additionally, there are some researchers who concern that vocabulary is more important than grammar. In addition, to understand English words and their meanings the learners must also know how the words work together in a good sentence. It can be concluded that in teaching vocabulary not only to give the meaning of the word but also to teach how to word works in sentence.

In learning vocabulary automatically they have to know the meaning of words themselves and can use it in sentences. Related to that statement, there are many words that have multiple meanings. Problems in learning and teaching English still happen in many universities nowadays, because English is completely different from the Indonesian language in the system of structure, pronunciation and vocabulary.

In common case, vocabulary is taught by memorizing words without any comprehension to the words. For lecturers, creating English teaching effectively and efficiently is not an easy job. They have to be able to organize teaching learning activities. They also should present the materials by using suitable teaching techniques. Besides, teaching learning process of English cannot be separated from the curriculum or syllabus.

In fact, many students cannot state their ideas and opinion well since they are not accustomed to speak, feeling shy, hesitation and fear to make a mistake. Commonly it is caused by limited vocabulary.

Based on the observation of the researcher which was conducted at civil engineering study program, Muhammadiyah University of Metro, it could be seen that the capability in English did not achieve the standard competency. It could also be called that the students' vocabulary mastery was low. Besides, it was supported by the result of interviewing to the teacher of English in preliminary study that the students' difficulties come from the weakness of students' vocabulary mastery.

Also, the students had the difficulties in differentiate the form of word grammatically such as part of speech (noun, verb, adjective, and adverb). Furthermore, the students tend to be bored to get new vocabularies. It was caused by the methods and techniques which teacher used were still monotonous.

There was no innovative media or game which could refresh students' mind to do activities in English learning process. The students' motivation in

English needed to be improved either from the students' themselves or the teachers. Students needed new different ways to taste English become interested.

One of the strategies which could make the students motivated to learn English is using the suitable method, technique and game. It was claimed that learners need to be given explicit instruction of vocabulary strategy in order to facilitate their awareness of vocabulary learning strategies that they could use to learn in their daily activities. Board race becomes one of suitable games to increase students' motivation in learning vocabulary.

Board race game is one of the developments of board game as a common game which can be played by using board, table, or floor. Board race game is a fun way for students to practice their English while enjoying some competition.

Based on the background above, the problem formulation as follow:

1. Is there any significant influence of using board race towards students' vocabulary mastery?
2. Is there any positive influence of using board race game towards students' vocabulary mastery?

METHOD

Research design in this research is quantitative research in term of quasi experimental design. In this research, the researcher applied pre-test and post-test control group.

The aim of quantitative research is to determine the relationship of independent variable and dependent variable in a population.

In this design, the researcher takes two classes. One is experimental class and the other is control class. Every class gets pre-test, treatment and post-test in order to find the progress of the students' vocabulary mastery. Furthermore, the experiment class gets treatment through board race game and control class gets treatment through conventional technique.

research design in this research is quasi experimental design. The pre-test conducts before the researcher explains the material, then post-test is given to know the students' vocabulary mastery after the treatment. This research is conducted at Civil Enggineering study program, Muhammadiyah University of Metro. The researcher gives three times treatment both for the experimental class and control class.

FINDINGS AND DISCUSSION

In this research, the researcher uses vocabularies which are used in descriptive text. Those vocabularies' kinds are simple verb, noun, adjective and building in the environment in multiple choice test as the instrument of the research. Then, the average score of post-test from each class using board race games and conventional method is compared to find the differences of both scores. The result calculation shows that the score of post-test in experimental class is higher than control class. It also can be seen from the pre-test score which is compared with the post-test score.

The difference result of this research is there is different achievement in mastering vocabularies. The result calculation shows that the score of post-test in experimental class is higher than control class. It also can be seen from the pre-test score which is compared with the post-test score. The result showed that there are the differences between pre-test and post-test (post-test>pre-test). From the pre-test calculation, t_{count}= 0,273 and t_{tab} on significance level 5% = 2,00, on significance level 1%= 2,65 it is obtained $t_{tab} < t_{count} < t_{tab}$ (0,273 < 2,00).

So, H_0 is accepted and H_a is rejected which has the meaning that there is no difference capability or can be said that their capability before giving treatments are balance at the first semester of Civil Engineering Study Program, Muhammadiyah University of Metro in academic year 2017/2018. Afterwards, from the calculation of post-test, it is shown that t_{ratio} is higher than t_{table} on significant level 5% is 3,09. So, $t_{count} > t_{table}$ (3,09>2,00). It proves that H_0 is rejected and H_a is accepted. It can be said that there is different result between pre-test and post-test score in experimental class and control class. Moreover, the changing of students' post-test score is higher than their post-test value, especially in experimental class which used board race game as the learning media. It means that, board race game is more effective than conventional method to increase students' vocabulary mastery in daily vocabularies. The result of calculation indicates that the students' post-test result of experimental class is better than control class. It is seen when students' post-test score are compared to pre-test score. The result shows that there is significant difference between pre-test and post-test score (post-test > pre-test).

In conclusion, learning process for the students which used board race game and conventional method is different. The researcher can state that by

applying two methods could give the different result in mastering vocabulary. So, from the data of students' score on pre-test, treatment and post-test, it can be concluded that there is significant influence of using board race game towards students' vocabulary mastery at the first semester of Civil Engineering Study Program, Muhammadiyah University of Metro in academic year 2017/2018.

CONCLUSION AND SUGESTION

After the researcher finish the research and analyze the data , the conclusion of this research are as follows :

1. There is a significant influence of using board race game towards students' vocabulary mastery at the first grade of Civil Engineering Study Program, Muhammadiyah University of Metro in academic year 2017/2018. It could be seen by seeing the different result between pre-test and post-test score in the experimental class which used board race game towards students' vocabulary mastery. So, H_o is rejected and H_a was accepted.

2. There is positive influence of using board race game towards students' vocabulary mastery at the first grade of Civil Engineering Study Program, Muhammadiyah University of Metro academic year 2016/2017. The proves H0 is rejected and Ha is accepted.

3. Based on the calculation of hypothesis, it is described that the hypothesis of H_a is accepted and H_o is rejected. The differences of both learning process are board race game can stimulate the students in learning process at the students' vocabularies mastery. It can support students to remember again their vocabularies in the learning process in the past. Then, the conventional method in learning process just gives a little contribution in achieving the goal of learning.

4. The result shows that H_a is higher than H_o, finally the researcher concluded that there is positive and significant influence of using board race game towards students' vocabulary mastery at the first semester of Civil Engineering study program, Muhammadiyah University of Metro in academic year 2017/2018.

After the researcher makes the conclusion of the influence of using board race game towards students' vocabulary mastery at the first semester of Civil Engineering Study Program, Muhammadiyah University of Metro in academic

year 2017/2018, The researcher would show some suggestions, to the education, teachers, researcher and for the other researchers.

1. For Institution

    This research result can give some information about the influence of using game, especially board race game towards students' vocabulary mastery. So that, the institution can use this research as the references for the next research related to the game used in this research.

2. For Lecturers

    The lecturer can use this game as the media, because it can give the contribution in learning process in making the students remember many vocabularies have been taught before.

3. For Students

    As language learner, the students must learn to master vocabulary because it can influence their ability in basic skills those are reading, writing speaking and listening. All of these aspects correlate each other, so the students are expected to apply it well and make it as one of things which can support them to learn English language well.

4. For Other Researchers

    This research is expected can give contribution to the research education especially to find out the influence of using game, especially board race game towards students' vocabulary mastery. This research is hoped to be an adequate previous study which can be used by the other researchers to conduct a further research relating to the influence of some methods, techniques or games towards students' vocabulary mastery.

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