The Effect of Teaching English Vocabulary on Junior High School Students by Using Wordwall.net

Oleh:

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Introduction

Background & Theory

❖ Understanding the meanings of words is a component of vocabulary, which is an important component of language learning and teaching (E. H. Hiebert and M. L. Kamil. 2005)

❖ media in the learning process are communication methods that include visual, auditory, and audio-visual components (J. Trim, et. Al. 1998)

❖ The use of web-based learning can give students a new learning environment where they can receive feedback, discover new scientific concepts, and interact with a large group of other participants (B. Gan, 2015)

❖ In online learning, the entire educational process including the course materials, exams, and exercises is web-based learning, whereas in offline learning, web-based learning are replicated to support in-person instruction (E. Alpatikah, 2022)

❖ Wordwall.net is an educational website that provides a range of interactive and unique activities for vocabulary development, such as information and picture matching, a wheel of fortune, quizzes, and riddles (E. Çil, 2021)

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Introduction

Research Gap

Previous research
❖ Quizizz enhanced the achievement scores of forty secondary school suburban students acquiring English language idioms in Malaysia (L. P. K. Yasmine, et. Al. 2019) ❖ the use of kahoot and duolingo has increased tenth grade students' vocabulary knowledge in Colombia (C. A. Guaqueta and A. Y. Castro-Garces, 2018) ❖ **The results proved the effectiveness of the web tool; however, the web tool did not prove to be more effective than the traditional techniques used for vocabulary teaching on 5th grade students in Turkey (E. Çil, 2021)** ❖ **according to expert assessment, the learning evaluation instrument based on the produced wordwall web application is easy to use, has a positive impact and can improve the performance of students in class X IPS MA As'adiyah, Banyuwangi (I wayan & Mahfud. 2019)** ❖ **The study found that there was a significant influence of Wordwall in teaching the literary component, and game-based learning could improve student results at SMK Sungai Merah in Sibu, Malaysia (Debbie, et. Al. 2022)**

Gap
❑ While that researchers discuss web media in elementary school and senior high school, this research conducted in junior high school. ❑ The researchers used a different type of experimental research namely true-experimental approach.

Introduction

Wordwall.net appearance

Find out about our templates

Select a template to learn more

Match up — Drag and drop each keyword next to its definition.

Quiz — A series of multiple choice questions. Tap the correct answer to proceed.

Random wheel — Spin the wheel to see which item comes up next.

Missing word — A cloze activity where you drag and drop words into blank spaces within a text.

Group sort — Drag and drop each item into its correct group.

Matching pairs — Tap a pair of tiles at a time to reveal if they are a match.

Unjumble — Drag and drop words to rearrange each sentence into its correct order.

Random cards — Deal out cards at random from a shuffled deck.

Find the match — Tap the matching answer to eliminate it. Repeat until all answers are gone.

Open the box — Tap each box in turn to open them up and reveal the item inside.

Anagram — Drag the letters into their correct positions to unscramble the word or phrase.

Labelled diagram — Drag and drop the pins to their correct place on the image.

Gameshow quiz — A multiple choice quiz with time pressure, lifelines and a bonus round.

Whack-a-mole — Moles appear one at a time, hit only the correct ones to win.

True or false — Items fly by at speed. See how many you can get right before the time runs out.

Balloon pop — Pop the balloons to drop each keyword onto its matching definition.

Maze chase — Run to the correct answer zone, whilst avoiding the enemies.

Airplane — Use touch or keyboard to fly into the correct answers and avoid the wrong ones.

Introduction

Novelty

- this research could be a variation of teaching and learning media at school. the result of this study can be used to develop strategies for teaching and learning for the teachers especially for teaching vocabulary in junior high school level.

Research Question

- Is there an effect of wordwall.net in teaching English vocabulary to 8th grade students in SMP Negeri 1 Wonoayu?

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Methodology

Research Design
- used true-experimental method with the pre-test and post-test control group design.

Research Setting
- 8th grade students in SMP Negeri 1 Wonoayu.
- This research conducted from 2nd -17th february 2023.

Data Collecting Technique
- Population : all 8th grade students in SMPN 1 Wonoayu
- Sample : - 35 students in control group
- - 35 students in experimental group
- Instruments : pre-test and post-test, Lesson plan, student teaching materials, and wordwall.net media

Methodology

Data Analysis

- Validity and Reliability Test
- Normality Test
- Homogeneity Test
- Hypothesis test
(Independent sample t-test)

Research Hypothesis

- Hα: There is an effect of wordwall.net in teaching English vocabulary to 8th grade students in SMP Negeri 1 Wonoayu.
- H0 : There is no an effect of wordwall.net in teaching English vocabulary to 8th grade students in SMP Negeri 1 Wonoayu.

Finding

Validity test

- Number of questions : 30 questions
- Final score of validity test   : **3,70**

- **first validator**   : **3,40**

- **Second validator**   : **4,00**

D. Questionnaire Assessment criteria

$$Score = \frac{Score\ Result}{Total\ Score} \times 4$$

Score	Criteria
3,51 – 4,00	Very Good
2,51 – 3,50	Good
1,51 – 2,50	Average
1,00 – 1,50	Poor

reliability test

$$Percentage\ Agreement\ (PA) = \left(1 - \frac{A - B}{A + B}\right) \times 100\%$$

The percentage value achieved was **92%**, indicating that the vocabulary test in this study is reliable since the proportion of agreement (R) is above 75%.

Score	Criteria
81% - 100%	Very Good
61% - 80%	Good
41% - 60%	Average
21% - 40%	Poor

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Finding

Descriptive Statistic Analysis

Table 2. Descriptive Statistic Analysis

	N	Minimum	Maximum	Mean	Std. Deviation
Pre-Test Experimental	35	25	85	65,00	13,720
Post-Test Experimental	35	50	100	89,13	13,154
Pre-Test Control	35	25	88	57,73	18,741
Post-Test Control	35	45	98	77,90	15,152
Valid N (listwise)	35				

Vocabulary Test Score
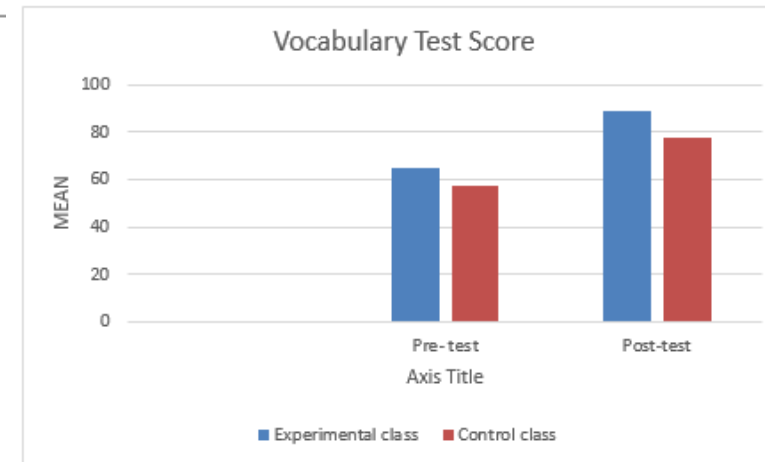
Finding

Normality Test

Table 3. The Result of Normality Test

	Group	Sig. (P-Value)
Score	Experimental	0,087
	Control	0,200
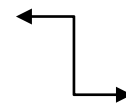
Experimental group = 0.087 > 0.05
Control group   = 0.200 > 0.05
So, the data of both groups had a normal distribution.

Homogeneity Test

Table 4. The Result of Homogeneity Test

	Levene Statistic	df1	df2	Sig.
The Data	2,765	1	68	0.101

the Levene test = 0.101 > 0.05
So, the data was homogeneous

Finding

Independent Sample t-test
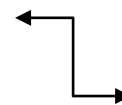
Table 5. The Result of Independent sample T-Test

	Levene's Test for Equality of Variances		t-test for equality of means					95% Confidence interval of the Difference	
	F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	Lower	Upper
Equal Variances Assumed	2,765	,101	3,311	68	**,001**	11,229	3,392	4,461	17,997
Equal Variances not Assumed			3,311	66,684	,002	11,229	3,392	4,458	17,999

So there was an effect of wordwall.net in teaching English vocabulary to 8th grade students of SMP Negeri 1 Wonoayu academic year 2022-2023.

H0 is **rejected** and Ha is **accepted**.

Discussion

❖ One of the factors that contributes to the effectiveness of vocabulary acquisition is the positive impact of utilizing wordwall.net in the form of educational games in teaching English vocabulary.

❖ According to the findings of Magasvaran et. al. (2022) and Asik and Amirah's research (2016) , the use of gamification improved pupil participation since they liked learning vocabulary through games.

Research Implication

this research implies that the use of Wordwall.net is needed in vocabulary improvement and can keep students' interest and help them to mastery the vocabulary well. In summary, the use of this media during the research can affect the students' in vocabulary mastery and can be affective learning to help the students' enthusiastic increased so that the standard competence of learning process can be achieved.

Conclusion & Suggestion

•As for the conclusions of research results and data analysis, it can be interpreted that learning techniques using the web tool, wordwall.net are effective techniques in increasing students' English vocabulary of 8th grade students of SMP Negeri 1 Wonoayu.

headmaster	Future researchers	teachers