The Effective of Mini Snakes and Ladders teaching media in Descriptive Writing Skill

Oleh:

Sofura Azhar

Dian Rahma Santoso

Study Program of English Education

University of Muhammadiyah Sidoarjo

July, 2025

Introduction

- Writing is one of the exercises carried out in learning English. By processing various forms of ideas, thoughts, feelings, and information, efl students can produce a work (Adiningtyas & Santoso, 2023)mastering writing skills has been one of the challenges for EFL students, which is one of the 4 skills that must be mastered by English language students.

- The problem is students suffer from several difficulties in writing paragraph texts well.

- Research gap: few research have offered a systematic explanation of how to use snakes and ladders as a writing tool in descriptive text acquisition, particularly in low-tech school settings, despite the fact that numerous studies have examined the use of board games in language learning

- Novelty: develops a precise technique for employing snakes and ladders media in writing skills, modifies questions on each board thematically, and applies it in school without internet access.

Research Question

is there a significant effect of using Snakes and Ladders teaching media in writing descriptive text?

Methodology

Quantitative research

Aspects	
Research Design	Pra experimental
Research Setting	One of the girls' school in Sidoarjo
Research Subjects	20 students from grade 7th

Methodology

Researchers use a quantitative pre-experiment approach using control classes and experimental classes, but here researchers do not use control classes as a comparison for experimental classes, rather researchers conducted in-depth observations of one main group during the research period.

class	Pre-test	intervention	Post-test
A	01	X	02

Finding and discussion

Paired Samples Statistics					
		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	Pretest	43.15	20	12.754	2.852
	Posttest	78.75	20	7.048	1.576

This table shows that the average difference in pre-test scores before treatment was 43.15, while the average post-test score after treatment was 78.75. The number of data in both samples is 20. therefore, based on the above data, it can be concluded that the students' scores improved significantly after the treatment was administered.

Conclusion

The study's findings are consistent with earlier research showing how well game-based learning resources, including mini Snakes and Ladders, can improve writing ability. It shows that junior high school students' descriptive text writing ability can be greatly improved by using this dynamic and engaging approach. Students' grades improved significantly, and their confidence and engagement increased. These findings show how game-based learning materials can help students become more proficient writers. Incorporating game-based learning resources, such as the mini Snakes and Ladders, into the curriculum can greatly help students, especially considering how important writing skill development is in today's educational environment.

References

W. Adiningtyas and D. R. Santoso, "The Use of Animation Film in Writing Skill at Junior High School," *Indones. J. Educ. Methods Dev.*, vol. 18, no. 1, pp. 1–10, 2023, doi: 10.21070/ijemd.v21i.719.

E. Demneri, "Students ' Difficulties in Writing in English Language," *Diam. Sci. Publ.*, vol. 3, pp. 35–41, 2024, doi: https://doi.org/10.33422/icmetl.v3i1.290.

V. T. A. Dao and T. C. Dan, "Secondary School EFL Students ' Difficulties and Solutions to Learning English Paragraph Writing," *Eur. J. Appl. Linguist. Stud.*, vol. 7, no. 2, pp. 82–117, 2024, doi: 10.46827/ejals.v7i2.552.

Q. A. Syifa, A. K. A.- Baekani, and M. Srisudarso, "Junior High School Students' Difficulties in Writing Descriptive Text," *JIIP - J. Ilm. Ilmu Pendidik.*, vol. 5, no. 10, pp. 4470–4474, 2022, doi: 10.54371/jiip.v5i10.1044.

L. Naka and D. Spahija, "Impact of English Language As a Human Capital in the Higher Education Institutions' Development Strategy," *Corp. Bus. Strateg. Rev.*, vol. 3, no. 2 special issue, pp. 262–272, 2022, doi: 10.22495/cbsrv3i2siart7.

C. Mueller, "Which English Sounds are Difficult? Japanese EFL Learners' Intuitions Versus Their Performance," *Lang. Teach.*, vol. 43, no. 2, p. 3, 2019, doi: 10.37546/jalttlt43.2-1.

M. Kafrawi and Evizariza, "Meningkatkan Kemampuan Menulis Kreatif Untuk Siswa SMK Labor Pekanbaru," *BIDIK J. Pengabdi. Kpd. Masy.*, vol. 3, no. 1, pp. 43–46, 2022, doi: 10.31849/bidik.v3i1.11420.

M. N. Muniandy and R. Zaharudin, "Optimising Learning for Hearing-Impaired Students: a Comparative Analysis of Let'S Write, a Mobile Application, and Google Classroom Learning Platform on Usability, Learning Motivation and Academic Performance," *Int. J. Mod. Educ.*, vol. 6, no. 21, pp. 183–202, 2024, doi: 10.35631/ijmoe.621014.

M. Theresia Priyastuti, M. Resanti, G. H. Shyantica Yoga, I. Keperawatan, and Stik. St Elisabeth Semarang, "Peningkatan Kosakata Bahasa Inggris dengan Media Ular Tangga bagi Siswa SD Antonius 2 Semarang Increasing The English Vocabularies with Snake-Ladder Media for The Elementary School Students of Antonius 2 Semarang," 2020.

W. I. Lubis, H. Rahmansyah, and A. Rosadi, "The Effect of Board Game Method on Students ' Writing Descriptive Text Skill," *J. Liner (Language Intell. Educ. Res.*, vol. 3, no. 3, pp. 184–199, 2020, doi: https://doi.org/10.37081/liner.v3i3.2013.

E. A. Dauenhauer and P. J. Dauenhauer, "Quantifying The Vices and Virtues of Snakes and Ladders Through Time," *Board Game Stud. J.*, vol. 18, no. 1, pp. 1–38, 2024, doi: 10.2478/bgs-2024-0001.

T. Rohayati and A. S. Rizkyanti, "The Use of Snakes and Ladders Games in Teaching Vocabulary," *Proj. (Professional J. English Educ.*, vol. 2, no. 6, p. 797, 2019, doi: 10.22460/project.v2i6.p797-805.

A. Susanti and A. Muktadir, "Enhancing Literacy and Numeracy: Developing Snakes and Ladders Oriented Toward Higher Order Thinking Skills," *J. Obs. J. Pendidik. Anak Usia Dini*, vol. 8, no. 5, pp. 1019–1032, 2024, doi: 10.31004/obsesi.v8i5.5948.

References

O. D. Lutfiana, I. Kurnia, and Wahyudi, "Pengembangan Media Pembelajaran Ular Tangga Smart Untuk Meningkatkan Hasil Belajar Matematika Sekolah Dasar Kelas 1," vol. 10, no. 2, pp. 703–710, 2024.

R. Widiastuti and N. Endahati, "the Efforts To Improve Writing Skill of Secondary School Students By Using Snake and Ladder Game," *ELTICS J. English Lang. Teach. English Linguist.*, vol. 5, no. 1, 2020, doi: 10.31316/eltics.v5i1.531.

M. Fauzan, T. Yuniawan, and R. Pristiwati, "Enhancing Persuasive Text Writing Skills Through an Android-Based Snakes and Ladders Educational Game: Integrating Pancasila Student Profile," *J. Educ. Dev.*, vol. 12, no. 1, pp. 23–31, 2024, [Online]. Available: https://journal.unnes.ac.id/journals//jed

U. Albab, "The Effectiveness of Snakes and Ladders Game to Improve Students' Mastery of Simple Past Tense in Constructing Recount Texts (A Quasi-Experimental Research of The Eighth Grade Students of SMP N 2 Demk in The Academic Year of 2013/2014)," *ELT Forum*, vol. 3, no. 1, p. 63, 2014, [Online]. Available: https://journal.unnes.ac.id/sju/index.php/elt/article/view/4015

A. Nurulhaq, Rossana, and P. Kalisa, "Improving Efl Students' Writing Skills in Introducing Themselves Through the Snakes and Ladders Game," pp. 1–12, 2016.

L. J. Duckett, "Quantitative Research Excellence: Study Design and Reliable and Valid Measurement of Variables," *J. Hum. Lact.*, vol. 37, no. 3, pp. 456–463, 2021, doi: 10.1177/08903344211019285.

Priyono, *Metode Penelitian Kuantitatif*, 2016th ed. Zifatama publishing, 2016. [Online]. Available: https://anyflip.com/yvjzs/pjlg/basic

N. D. Nayeri, F. A. Noodeh, H. S. Nia, A. Yaghoobzadeh, K. A. Allen, and A. H. Goudarzian, "Statistical Procedures Used in Pretest-Posttest Control Group Design: A Review of Papers in Five Iranian Journals," *Acta Med. Iran.*, vol. 61, no. 10, pp. 584–591, 2023, doi: 10.18502/acta.v61i10.15657.

R. W. Susanti, "Modul Ajar Bahasa Inggris Smp Negeri 2 Jumapolo Bahasa Inggris Kelas Vii Fase D English Is Fun," *Kurikulum Merdeka*, 2022.

H. D. Brown and P. Abeywickrama, *Language Assessment: Principles and Classroom Practices*. Pearson Education, 2018.

P. Darmanto and K. W. Ament, "Splash Bahasa Inggris 1 SMP/Mts Kelas VII." Yudistira, p. 121, 2022.

S. M. Crouncher and D. Cronn-Mills, "Understanding Communication Research methods." Routledge, New York, p. 340, 2024. doi: 10.4324/9781003432173.

M. W. Hadi and Masyudi, "Teaching Simple Structure by Using Snakes and Ladders Games to Improve Students' Speaking Skill," *JUPE J. Pendidik. Mandala*, vol. 7, no. 4, 2022, doi: 10.58258/jupe.v7i4.4370.

A. M. C.T., "Teaching Productive Skills in the ESL Classroom Through Programmed Instruction: A Perspective," *Int. J. Recent Technol. Eng.*, vol. 11, no. 1, pp. 77–82, 2022, doi: 10.35940/ijrte.f6846.0511122.

UMSIDA

DARI SINI PENCERAHAN BERSEMI