

# Word-Guess Bouquet: A Media for Vocabulary Learning of Verbs and Nouns for Junior High School Students

Oleh:

Fivi Rochmawati,

Niko Ferdiyanto, S.S., M.A.

Program Studi Pendidikan Bahasa Inggris

Universitas Muhammadiyah Sidoarjo

Juni 2025



# Pendahuluan

In English language education at the junior high school level, vocabulary mastery plays a fundamental role in supporting the development of students' skills in reading, writing, speaking, and listening. A strong vocabulary base not only aids comprehension but also facilitates more effective and confident language use. However, many students encounter significant difficulties in acquiring and retaining new vocabulary, particularly abstract word classes such as verbs and nouns. This challenge often stems from the limited exposure to contextual language use in conventional classrooms (Yuliana & Wijayanti, 2023).

# Rumusan Masalah

How to improve word-guess bouquet as a media for Vocabulary Learning of Verbs and Nouns?

# Metode Penelitian

In this study use qualitative method

# Hasil dan Pembahasan

the Word-Guess Bouquet successfully combines educational play with structured learning goals. It validates current educational approaches that emphasize student-centered, interactive, and visual learning strategies as effective alternatives to traditional memorization-based vocabulary instruction.

# Kesimpulan

The use of the Word-Guess Bouquet as a vocabulary learning tool significantly improved junior high school students' understanding and usage of verbs and nouns. The media facilitated meaningful engagement, helped categorize words contextually, and encouraged active participation.

# Referensi

Hakim, A., & Suryani, L. (2021). Enhancing students' vocabulary mastery through board game: A classroom action research. *Journal of English Language Teaching and Linguistics*, 6(2), 345–360.

Ismail, S., & Wahyuni, D. (2021). Implementing game-based learning to foster students' speaking skills. *Journal of Language Education and Educational Technology*, 6(1), 27–36.

Puspitasari, D., & Nurfadilah, R. (2023). The effectiveness of board games in teaching English vocabulary to young learners. *Journal of Early Childhood and Primary Education*, 4(1), 15–24.

# Referensi

Wijaya, R., & Kusumawati, L. (2022). Board game as a media to enhance students' speaking skill. *Indonesian Journal of Educational Research and Technology*, 2(3), 191–197.

Yuliana, E., & Wijayanti, A. (2023). Game-based learning to support students' motivation in learning English. *International Journal of Educational Research Review*, 8(2), 202–211.

Susanto, A. (2017). The teaching of vocabulary: A perspective. *Jurnal Kata: Penelitian Tentang Ilmu Bahasa Dan Sastra*, 1(2), 182-191.

# Referensi

Rahman, F. (2016). An Analysis of Students' Difficulties in Vocabulary Mastery. University of Mataram. Journal. 4(2), 115- 119

Syafrizal, S. & Rohmawati, C. (2017). Teacher's Speaking Strategies at Vocational High School. Journal of English Language Studies, 2 (1), 68.

Romadhon, L. R., Mutiarani, & Hadi, M. S. (2021). The use of flashcard media in improving students' ability in learning vocabulary at english class VII An-Nurmaniah junior high school. Getsempena English Education Journal , 8(2), 361-372.

Musyaffa, M. L. (2020). Flashcard as a media to improve students' writing skill in descriptive paragraph. E-Link Journal, 7(2), 83-97

