Improving English Vocabulary for Young Learners Through Wordwall Media

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INTRODUCTION

- Technological advancements have transformed the educational process.

- According to Shyamlee and Phil, (2012) In the educational process, the use of digital media is very important because it provides various methods that support the learning process and are easily accessible

- Platforms like Wordwall create interactive quizzes and games (Jannah & Syafryadin, 2022).

- Digital games enhance vocabulary retention through engaging and interactive experiences

LITERATURE REVIEW

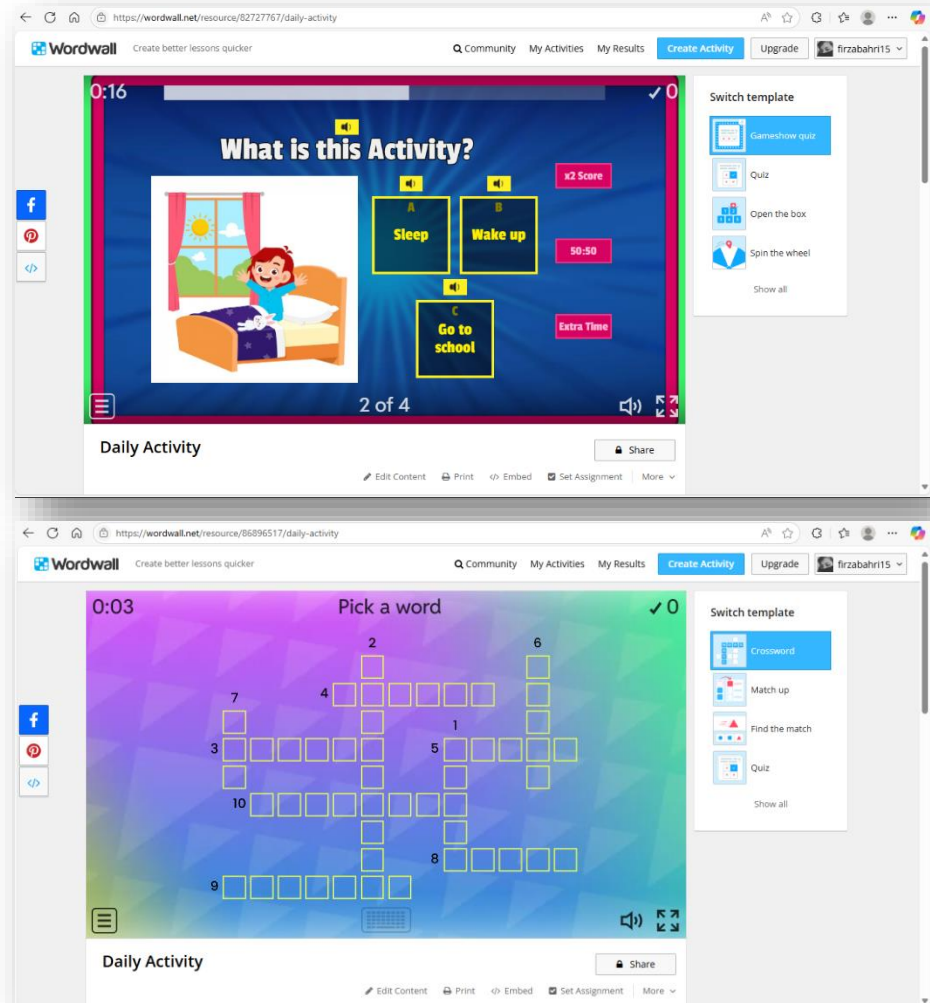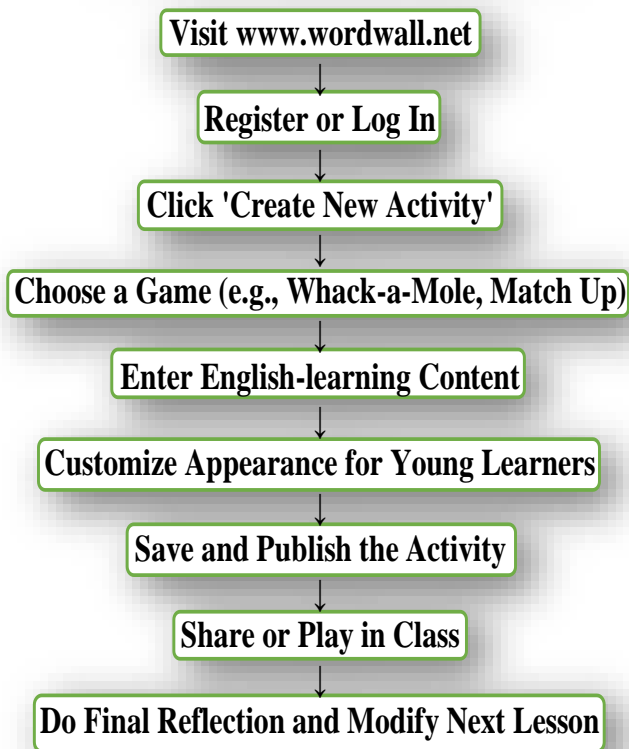| Previous Article	Gap	This Article
This research shows that most students have a positive view of using Wordwall.net as a vocabulary learning platform, finding it interesting and motivating them to learn. **(Jannah & Syafryadin, 2022)**	The gap identified is the lack of in-depth research on Wordwall.net in classroom learning, resulting in less than optimal vocabulary acquisition.	This article explores the use of wordwall in the classroom directly so that it can maximize the use of the media.
The findings of this article show that the use of word wall as a learning media can improve the vocabulary acquisition of EFL students **(Ismaya et.al, 2024)**	The differences in its effectiveness among groups of students with different backgrounds and ability levels	Adjustments in the delivery of materials using wordwall evenly and according to students' abilities
The main finding of this article is that the use of Wordwall-based learning media significantly improves students' learning outcomes in science subjects at primary schools.. **(Rohmani, 2024)**	Further research is needed to explore the long-term impact of using Wordwall on student learning outcomes and motivation.	More specifically, focusing on the use of Wordwall in vocabulary development and pronunciation.

NOVELTY

The uniqueness of this article lies in the use of the interactive and fun Wordwall media to improve English vocabulary of early childhood students in Indonesia. This study demonstrates its effectiveness in improving motivation and learning outcomes through a pre-experimental approach, which is rarely done in previous studies.

RESEARCH QUESTION

- "Is there a significant effect of the use of Wordwall on the improvement of English vocabulary of young learners?".

WORDWALL MEDIA

Flowchart: Using Wordwall for TEYL

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Visit www.wordwall.net
        ↓
Register or Log In
        ↓
Click 'Create New Activity'
        ↓
Choose a Game (e.g., Whack-a-Mole, Match Up)
        ↓
Enter English-learning Content
        ↓
Customize Appearance for Young Learners
        ↓
Save and Publish the Activity
        ↓
Share or Play in Class
        ↓
Do Final Reflection and Modify Next Lesson
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RESEARCH METHOD

Research design	Quantitative method (Pre – Experimental)
Research setting	• MI Muhammadiyah 3 Penatarsewu • Student at MI Muhammadiyah 3 Penatarsewu • Executed on February 25, 2025 • Because this school rarely uses technology or media in its learning, therefore the use of wordwall will greatly motivate students because learning will be much more fun.
Data collection technique	• Pre-Test and Post-Test: A test consisting of 20 multiple choice questions was designed to measure students' vocabulary comprehension before and after using Wordwall. • Instrument validation: The validity of the questions was tested by two experts to ensure the suitability and validity of the instrument. • Reliability test: Testing the reliability of questions to ensure data consistency.
Data analysis	• The results of the pre-test and post-test were analyzed using paired sample t-test used to compare pre-test and post-test scores in SPSS.

UMSIDA
DARI SINI PENCERAHAN BERSEMI

DATA COLLECTION TECHNIQUE

Table 1. Question validation from experts

NO	Aspects Assessed	Validator 1	Validator 2	Information
1	Suitability of the material with the curriculum	4,5	4,7	Valid ($\geq$4.0)
2	Clarity of question indicators	4,3	4,4	Valid ($\geq$4.0)

Table 2. Validity Test Results

Variable	Items	Standard Error	Information
Pre-Test	Question	0.05	Valid/Invalid
Post Test	Question	0.05	Valid/Invalid

Table 3. Reliability Test Results

Variable	N	Cronbach Alpha Value	Value	Information
Pre-Test	20	0,780	0,60	Reliable
Post Test	20	0,827	0,60	Reliable

RESULT

Test Paired Sample T Test Data Pre Test and Post Test

Table 5. Paired Samples Statistics

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	PRE-TEST	70.50	20	5.596	1.251
	POST TEST	93.75	20	6.664	1.490

- The mean score of the pre-test was 70.50, while the post-test was 93.75 and the mean difference between the pre-test and post-test was 23.25 points. The significance of the t-test shows that the p-value = 0.000 < 0.05, which means that the increase in the score is statistically significant.

- This score increase indicates that the use of Wordwall helps students understand and master English vocabulary better.

DISCUSSION

- support the findings of previous studies showing that digital media and educational games such as Wordwall can improve early childhood learning skills, especially in the area of vocabulary.

- reinforces the theory of constructivism which emphasizes that children's active and participatory activities in the learning process will result in better understanding.

CONCLUSION

- The use of Wordwall Media effectively increased young students' English vocabulary.

- The validity and reliability of the measurement instruments used support the accuracy of the research results.

- With the application of Wordwall in learning, students showed significant improvement in vocabulary comprehension, making this media feasible to use in English learning for young children.

ATTACHMENT