

USING SCRAMBLE LETTER GAME IN TEACHING ENGLISH AT FIFTH GRADE STUDENTS OF SDN TELUK DALAM 3 BANJARMASIN

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Abstract

In teaching a language, a teacher should apply some strategies to all level. A good teaching strategy would automatically facilitate to get students interest in learning process and also it can improve students to motivate and achieve to learn English. It is scramble letter game, which is the technique to build words by work cooperative and competitive. Therefore, the researcher would like to find out whether the scramble letter game improves the student achievement in English subject. The research result shows that the effectiveness of using scramble letter game while teaching English has increased in experiment class with average score 60-70 however in the control class doesn't achieve like the experimental class with average score 60. The use of scramble letter game is effective as technique while teaching English in SDN Teluk Dalam 3 Banjarmasin in Academic Year 2012/2013. Based on the the result, it is suggested that the scramble letter game can be used as one of the alternative and variation of their techniques in teaching and learning process.

Keywords: Scramble Letter Game, Teaching and Learning Process, Teaching English for Young Learners.

Introduction

English as a foreign language has been taught in the elementary school in Indonesia since 1994 academic years starting from 4th grade of elementary school. English is to be taught as a subject refers to a local content or subject specific to a particular locality of region. It means that English is not part of the national curriculum and score in the final tests are not taken in the consideration of grade level pass-fail decisions. Based on the ministers' of education and culture decree no.60/U/1993 about the possibility of putting English as a local course in the elementary school started from 4th grade. Teaching English at elementary school is to introduce English to young learners. In teaching a language, a teacher should apply some strategies to all level. In fact, a teacher required to be able to recognize the characters of their students and select an appropriate strategy to them. Teaching English for the elementary school, it is different from teaching English in junior high school and senior high school because teaching English for the elementary school are categorized as young learners. A good teaching strategy improves students to motivate and achieve to learn English. There are many strategies and techniques provided to help teacher while teaching English for the elementary school. Teaching English in elementary school should be done in specific ways. It means that the teacher was supposed to know the children were closed with something fun and enjoyable. The strategy and technique should be introduce through activities suitable to them as young learners, such as learning through drawing pictures, singing a song, playing games and

storytelling. One of technique in teaching English that teacher used is by using game. There are many games which the teacher could use and one of them is scramble letter. The characteristic of this game is aimed to find out how effective of scramble letter game are used to improve students motivation and achievement in teaching English. This research is aimed to observing the implementation of game to teach students of the elementary school. This research will be overhead at the fifth grade of SDN Teluk Dalam 3 Banjarmasin.

The Effectiveness of Using Scramble Letter Game in Teaching English to The Elementary School Student.

Teaching and Learning must be successful if the teacher wants to motivate their students in learning English. English as a foreign language is not easy to earn in the classroom, teacher must have background and experiences in teaching English. Teaching English in elementary school is different with teaching English in junior high school and senior high school. Teaching English in elementary school has categorized as teaching English for young learners, teacher should know the characteristics of young learner are related with something fun and enjoyable. The young learning will enjoy the classroom if they have motivation both its external and internal motivation when they learn a language.

Teacher also has some strategies to teach their student, especially for elementary school. Some strategy to motivate elementary student by using various technique are games, songs and storytelling. Media also important while teaching elementary school, a good media can make them interest with the lessons such as pocket card, flapping board, pictures, video, etc. Mixing uses both media and technique can make the classroom more alive and enjoyable, especially to young learner. This method can motivate them and also the objective of learning will be successful. Motivation is the important thing in teaching and learning process, motivation can encourage students to achieve the objective of teaching and learning. Each students must have motivation in their own self both internal and external motivation. Motivation can be given by the teacher. In the classroom, teacher should motivate their student before giving the lessons with some question or pictures. Students who has motivated can interest and enjoy while teaching and learning process.

One of the strategy to motivate the elementary student by using games. Game are varied and each game can be use when teach English. Game is also fun in that they arouse within us a sense of competitiveness and play on our desire to win.

Game can help the teacher to create context in which the language is useful and meaningful. In the whole process of teaching and learning by games, the students can take part and open-mindedly to win the game each student or in a pair should competitively answer the questions addressed by teacher or other students or groups. In order to do so they must speak or read in order to express their own idea or give information. Hence, teaching English is not easy especially teaching elementary school because elementary school near with something fun and enjoyable, so teacher should have strategies to make them encourage and interest while teaching learning process in the classroom.

Based on the characteristics and advantage of using games that explain before, it can be said that game are really helpful and offer many conveniences while teaching English for elementary school students. The used of game succeed in improving students motivation and achievement, by using game students more easier to understanding the lesson while learn English. The game that appropriate as technique in teaching English for this research is scramble letter game.

Scramble letter game is the game that finding all the letters and disentangle it as quickly as they can into a word.

Findings and Discussion

After the experimental group and control group got pre-test, the teacher gives the treatment as the part of quasi experimental research which is used scramble letter game while teaching English to the experimental group whereas the teacher in the control group teaches English as usual without using game. The treatment is given to the experimental group in order to know how effective the use of scramble letter game as technique in teaches English in SDN Teluk Dalam 3 Banjarmasin and expected that student achievement in learning English is being better or not. The treatment has given to the experimental group, the post test is conducted in order to find out whether the students achievements and motivate in English is being better or not. The first treatment is on May 23th, 2013. Second treatment is on may 30th, 2013. During the treatment researcher acted as an observer and the teacher teaches as usual. The treatment is begun with the explanation about word game in English. Teacher presents common words related to the classroom and environments. After the students understand the meaning and the function of the words, the teacher ask them to play a game so that the students easier to remember the words. Hearing about game, the students feel so excited and interested. The students are happy and listen carefully about the rule of the game. The game is scramble letter game. The teacher divided a class into several group based in their chair position. Each group consisted of 10 until 12 members. Every member of each group give a question task and scramble letters, then the arranged those letters into some words. The rule are each members of the group need to complete the task and arranged the letters into a word as soon as possible, the group which has complete the task more faster is the winner. At the first time, the students feel excited to play the game but they still confused with the letters and make it into a words based on their question task. The classroom was noise when play the game, it means they feel excited and enjoy with the game. The students was excited to play the game, they can follow the rule of the game which ask them to make a words, but some students still confused to make a word since they have a problem in translation or vocabulary. Only few students in the class have an English dictionary. Teacher is realized that the first treatment did not run well, she tried to explain and give the example about the game while teaching English, all the students are understand with the rule of the game, the do not confused with the game anymore and they can play game successfully. The students feel happy because they succeed in playing the game easily and correctly and they can arrange the letters into words perfectly with their groups by open their dictionary. The teacher feels happy with the positive impact the scramble letter game to the student achievement in learning English. The game runs well in teaching English at SDN Teluk Dalam 3 Banjarmasin. At first time, the teacher feels doubt because his students have a difficulty in translating English and making a word since not all the students has an English dictionary. However, because the student excited in playing the game and the teacher explain about the rule of the game clearly and give the example, the game can run well in the second treatment. The students can arrange the letters and make a word correctly with their dictionary and it can add their vocabularies in English. Scramble letter game has some advantage to the students. This game give challenges to the students have to find the appropriate letter to make an English word and the student have to interact with other students in the classroom. The advantage of the game also can create a competition among the students to collect many points in the game especially to add their vocabulary and ability in the translation English. The game is really effective to helping the students to learn English word and enjoy the lesson without feel bored. The advantage of using scramble letter game as technique when teaching English has succeed in improving and remembering the English words given by teacher. It can be proved by students score in pre-test and post test which improved significantly. In pre test, student in experimental group who got 90 as the highest score is only one student while in post test, the students who got 90 are increased into six students. The students who got the lowest score, 50 in pre-test are four students however, in post test left only one student who got score

50. The improvement of the students because of using scramble letter game when teaching English is also proved by the control group result. The teacher in control group does not teach the students with scramble letter game. Therefore, the result of pre-test and post-test of control group does not improve. In both pre-test and post test, student who got score 90 as the highest score is one student. Student who got the lowest score 50 in pre-test is one student and also in post test. This research is quasi experimental to prove the teaching English is improved not only by looking at the result from pre-test and post test from both experimental and control group. The result has to calculate the formulas t-test. T-test is the formula that usually use in quasi-experimental research to find out how effective the use of scramble letter game when teaching English.

The formula is:

$$\frac{x - y}{\sqrt{\left(\frac{\sum X^2 + \sum Y^2}{N + N - 2}\right) X \left(\frac{1}{N} + \frac{1}{N}\right)}}$$

The data of both experimental group and control group are put into the table (Appendix III) and the table summarizes all the data of pre test and post test. The data are summed up according to the formula of t-test above then the result of the t-test is found and compare it with the t-table to find the value of t-table for comparing with the t-test result is by using the amount of sample used. Since the subject of the test is 35 students and the add the subject from control group and experimental group then minus it with two. This result is 68. This will lead to the t-table result that is 2.0. The result for t-test calculation is 9.41 which mean higher than t-table result, 2.0 because the t-test result more than t-table result means that use scramble letter game is effective while using it as technique in teaching English to the experimental group Based on the observation and the result t-test, it can be concludes that game as technique can support teacher while teaching English in the classroom. The advantage of the game will make the English lesson become interesting. The students feel happy yet challenge through the game. Scramble letter game is effective to improve student ability in learning English because the students have to find the appropriate letter to make a word. The students also can interact and compete with other students through this game. The most important advantage that using game can make the students feel happy while learning English lesson and did not feel bored and will acquire the lesson easily. Therefore, scramble letter game is effective in increasing students motivate and achievement in teaching English in elementary school (Teaching English for Young Learners).

Conclusion

Based on the observation and data result in the previous chapter, it can be conclude that the use of scramble letter game is effective. Moreover, detail of the effectiveness of scramble letter game as follows the teacher in SDN Teluk Dalam 3 Banjarmasin use the game in the classroom while teaching English to motivate and achieve the student. The use of scramble letter game is effective as technique while teaching English to the elementary school. The effectiveness of using scramble letter game is can proved from difference experimental group result in pre-test and post-test. Experimental group has increased their score from 60 to 70-80, however in the control group does not achieves like the experimental group, the result decreased from 70 to 60. The effectiveness of using game while teaching English is proved through the calculation of t-test as the part of quasi experimental research. The result from t-test calculation from both experimental and control group result in pre-test and post test are summed up into t-test formulas and the final result is 9.41. After t-test result compare with t-table which is 2.0. it

can be conclude that scramble letter game as a technique when teaching English is effective to motivate and achieve students in fifth grade students of SDN Teluk Dalam 3 Banjarmasin.

Based on the conclusions above, the researcher would like to porpose some suggestions: SDN Teluk Dalam 3 Banjarmasin teacher has to use games as technique in their classroom to motivate and achieve their students in English lesson. The teacher has to explain the rule of the game clearly and give their students an example before the game apply in the classroom and ask them to bring a dictionary to help them in learning English lesson. There are many games which is suitable to use when teaching English in the elementary school, the teacher must be selective to choose an appropriate game to apply in the classroom based on the material teaching or syllabus. Teacher has to pay more attention while applying the game in the classroom because the class are to noisy, the teacher must can handle the class first before applying the game. It can help the students acquire the lesson easily. The researcher has proven that scramble letter game is an effective game when teaching English in elementary school. By using scramble letter game, it can help student to improve their ability in remembering English words more based on the context of lesson.

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