

THE EFFECT OF CHARADES GAME ON VOCABULARY MASTERY OF THE EIGHTH GRADE STUDENTS SMP NEGERI 4 ANGKOLA SANGKUNUR IN 2023/2024 ACADEMIC YEAR

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Abstract: *The purpose of this research are to find out: 1) The application of charades game in teaching vocabulary. 2) The students' vocabulary mastery before and after using charades game 3) Whether there is any significant effect of charades game on students' vocabulary mastery at the eighth grade students of SMP Negeri 4 Angkola Sangkunur. This research uses experimental method with the pre-experimental design by using one-group pretest and posttest design. The population of this research is all the eighth grade of SMP Negeri 4 Angkola Sangkunur, which consists of 38 students. Sample were 20 students which taken by Purposive sampling. To collect the data, the researcher uses an observation sheet and a test as instruments. The mean score of Charades Game was 3.38 categorized "Very Good". the students' vocabulary mastery before and after using charades game at the eighth grade students of SMP Negeri 4 Angkola Sangkunur is 37.75 categorized "enough", and 69.5 categorized "good". Because the table paired sample t- test pretest and posttest is lower than 0.05 ($0.01 < 0.05$). it means that hypothesis (H_a) is accepted, it means that there is any significant effect of Charades Game on vocabulary mastery of the eighth grade students' SMP Negeri 4 Angkola Sangkunur 2023/2024 Academic Year.*

Keywords: Charades Game, Vocabulary Mastery

Abstrak: Tujuan dari penelitian ini adalah untuk mengetahui: 1) Penerapan permainan tebak kata dalam pengajaran kosakata. 2) Penguasaan kosakata siswa sebelum dan sesudah menggunakan permainan tebak kata 3) Apakah ada pengaruh yang signifikan dari permainan tebak kata terhadap penguasaan kosakata siswa pada siswa kelas VIII SMP Negeri 4 Angkola Sangkunur. Penelitian ini menggunakan metode eksperimen dengan desain pre-eksperimental dengan menggunakan one-group pretest and posttest design. Populasi penelitian ini adalah seluruh siswa kelas VIII SMP Negeri 4 Angkola Sangkunur yang berjumlah 38 siswa. Sampel penelitian berjumlah 20 siswa yang diambil secara purposive sampling. Untuk mengumpulkan data, peneliti menggunakan lembar observasi dan tes sebagai instrumen. Skor rata-rata permainan tebak kata adalah 3,38 dikategorikan "Sangat Baik". penguasaan kosakata siswa sebelum dan sesudah menggunakan permainan tebak kata pada siswa kelas VIII SMP Negeri 4 Angkola Sangkunur adalah 37,75 dikategorikan "cukup", dan 69,5 dikategorikan "baik". Karena tabel paired sample t-test pretest dan posttest lebih kecil dari 0,05 ($0.01 < 0.05$), maka hipotesis (H_a) diterima, artinya ada pengaruh yang signifikan antara permainan tebak kata terhadap penguasaan kosakata pada siswa kelas VIII SMP Negeri 4 Angkola Sangkunur Tahun Pelajaran 2023/2024.

Kata Kunci: Permainan Teka- teki, Penguasaan Kosakata

I. INTRODUCTION

Vocabulary is an important language that students should acquire and possess in order to become fluent in a second language. Learning English is challenging for students, as they need to master various skills such as listening, speaking, reading, and writing, as well as language elements like pronunciation, structure, and vocabulary. Vocabulary is essential for effective language use, as it helps students understand and express ideas in written and oral forms. As of March 6th, 2024, 38 students in SMP Negeri 4 Angkola Sangkunur were interviewed, and efforts were made to enrich vocabulary mastery through motivation, using dictionaries, and using books with English vocabulary. However, the students still had weak vocabulary mastery.

Internal factors, such as lack of knowledge about vocabulary, low motivation, lack of self-confidence, and lack of media facilities, were identified as factors affecting the quality of students' learning process. External factors, such as teaching games, method, and family background, were also considered. The researcher proposed using charades games, an action-packed guessing game suitable for all ages, to help students process vocabulary more effectively and increase their understanding of material. This research aims to investigate The Effect Of Charades Games On Vocabulary Mastery At Eighth-Grade Students In The 2023/2024 Academic Year.

A. Definition of Vocabulary

Vocabulary is an important language that students should acquire and possess in order to become fluent in a second language. One part of language that people should learn when learning a language is vocabulary. One element of language that is crucial to the teaching of effective language use is vocabulary. Many of the vocabulary in English text books have to be learned. According to Siregar and Harida (2021: 2), Vocabulary is a basic to communication. It is true that mastery of vocabulary will affect the student' ability in four language skills like listening, speaking, reading and writing.

B. Kinds of Vocabulary

There are some content words, according to Brown and Abeywickrama (2010: 306) mention that kinds of vocabulary namely, noun, verb, adjective, and adverb. 1) Noun is one of part of speech which used to identify any of a class of people, place, or things. 2) Verb is a kind of part of speech that talks about an action or a state. 3) Adjective is a word that explain the quantity, adequacy, sequence, quality and emphasis. 4) In vocabulary there is adverb which used to tell more about verb.

C. Definition of Charades game

Charades is a word guessing game where one player has to act out a word or action without speaking and other players have to guess what the action. According Kaduson and Schaefer (2003:217) Charades is one of the techniques that can be used in teaching

vocabulary. It will help teachers in learning English. Besides, Bafadal, Humaira, & Nurmasitah (2018), in Rusmanayanti et., al. (2020 :11), Charades game is one of the games used in teaching vocabulary. Futhermore, In addition Ellery (2009 :149) in Rafinggi states that Charades technique is a technique to make a mental image of a word to aid in recalling the word. It means charades technique can help students in vocabulary and can be easy students in remember the word.

Besides Bafadal, Humaira, & Nurmasitah (2018), in Rusmanayanti et., al (2020 :115), proposes that the procedures by using Charades technique are: 1. Write down words on slips of paper for students to choose. 2. Words are likely to be the easiest, but you can also use more complicated words, provided you are sure most of the students know them. 3. Divide the class into two teams and have one person from each group choose a piece of paper act out the word. Students must not speak or make any sounds only movements are allowed. 4. The teams must guess the correct word before three minutes run out. 5. For each right word, that team receives a point. 6. The team that hits ten points first is the winning team.

Adventages and disadvantages of charades game Furthermore, Himmele (2011: 4) in wati and qomar (2020) states that this game takes them to activities of higher-level thinking. Based on the explanation above, the researcher can concluded, Charades game has advantages: 1. Charades game can help students to learn vocabulary. 2. Charades game can manage emotions in the act or the

words and trains students to say the word by setting erosion as well as in acting and also. 3. Charades game take the students to activities of higher level thinking. 4. Students in the class using charades game in groups because students prefer to work in groups, the group of students to think how to provide the meaning of the words they have, in a way pantomime or gestures.

II. METHODOLOGY OF RESEARCH

The research method will be quantitative, the research method is a way use to measure something that done in finished this research. According to Arikunto (2013: 203), Research methods are the methods used by researchers to collect research data. As already explained, the variations in the methods referred to are: questionnaires, interviews, observations, tests, documentation. The research design will be a pre-experimental design by using One- group pre-test and post-test design. The research focuses on two variables: the independent variable X (charades game), a word guessing game, and the dependent variable Y (vocabulary mastery), a list of words students use to master language skills like speaking, listening, reading, and writing.

The location of this research takes place in SMP Negeri 4 Angkola Sangkunur, it is on located at street lake siais Km 45, Malombu kec. Angkola Sangkunur, North Sumatera. the population of this research was the eighth grade of SMP Negeri 4 Angkola Sangkunur which consist was 38 students, and the sample is eighth B grade which consist 20 students, and the researcher used purposive sampling. The researcher uses a

multiple choice test with 20 questions based on noun, verb, adverb, and adjective indicators to measure vocabulary mastery, with correct answers earning 5 points. To collect the data, the researcher used observation sheet and test.

III. RESULT

1. Application of Charades Game on Students' Vocabulary Mastery

Based on the result obtained from the analysis of observation sheet about the charades game on students' vocabulary mastery at the eighth grade students, which contain 14 statements about the steps and mean score was 3.38 categorized "very good". It means that the researcher had succesful charades game method on students' vocabulary mastery.

2. Vocabulary Mastery before using Charades Game

After got the data by given pre-test about the students' vocabulary mastery. After that the data is calculated consists of 20 questions based on 4 indicators, namely noun, verb, adverb adjective. it was found that the highest score was 50 and the lowest score was 15. mean score was 37.75, it categorized fail. median score 40 and mode 45 categorized fail.

Table 8.
Score of Mean, Median and Mode on Students' Vocabulary Mastery Before Using charades game

No.	Item	Score	Category
1.	Mean	37.75	Fail
2.	Median	40	Fail
3.	Mode	45	Fail

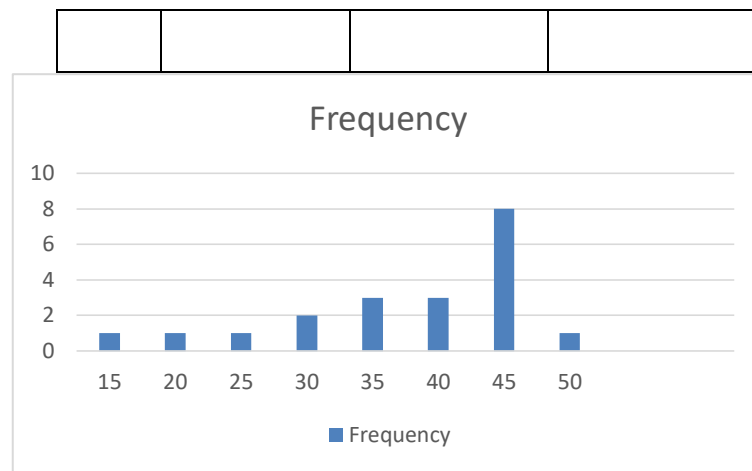


Figure 4: Histogram of Students' Pre-test Charades Game

Based on the histogram above, it showed that the most of the students, the frequency was 45, consist of 8 students. It was found that the lowest frequency was 15, and the highest frequency was 50. It means that vocabulary mastery needs to be affected by using the charades game.

3. Vocabulary Mastery After using Charades Game

After collected the data by given post-test about the students' vocabulary mastery by using charades game. After that the data is calculated consists of 20 questions based on 4 indicators, namely noun, verb, adverb adjective. The researcher found that the highest score was 85 and the lowest score was 45. Futhermore, the researcher found mean score was 69.5, categorized enough, median score was 70 categorized good and mode score was 70 categorized good.

**Table 9.
Score of Mean, Median and Mode on Students' Vocabulary
Mastery After Using charades game**

No.	Item	Score	Category
1.	Mean	69.5	Enough
2.	Median	70	Good
3.	Mode	70	Good

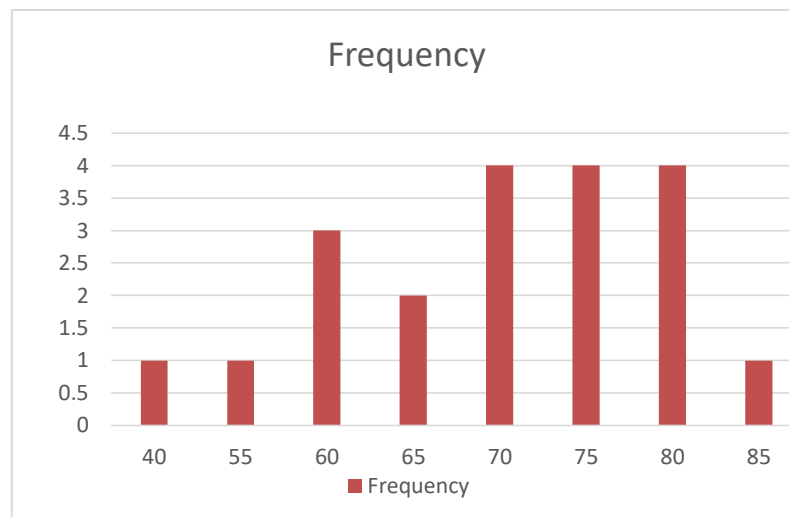


Figure 6 : Histogram of Students' Post-test in Vocabulary Mastery

Based on the histogram above, it can be seen from the histogram that the higher the frequency 70 were 4 students categorized good, 75 were 4 students categorized good and 80 was 1 students categorized very good.

4. Hypothesis Testing

The hypothesis testing was needed to prove the validity of the hypothesis in the research. The hypothesis is "There is a significant effect of using charades game on students' vocabulary mastery at the eighth grade of SMP Negeri 4 Angkola Sangkunur ". The data has

been collected by the researcher from the students would be used to answer the hypothesis with pair sample t_{test} . Before doing the pair sample test the researcher to do the test requirement or asumsi classic test first.

Normality test is used to determine whether sample data has been drawn from a distributed population. Normality test is always needed as an assumption or condition for every parametric. The researcher shows the result of normality test on table below:

Table 12.
Result of Normality Test

Description	Formulated			Explanation
	Ks	Sw	α	
Pre-test	0.08	0.10	0.05	Normal distribution
Post-test	139	0.95	0.05	Normal distribution

(see appendix 12)

The is one of the statistics to found the truth of the data and hypothesis. Used to determine the significance of the strategy in this research.

- Ha : There is any significant effect of charades game on students vocabulary mastery ability if significant (2-tailed) is less than 0.05.
- Ho : There is no any significant effect of applying charades game on students vocabulary mastery ability if significant (2-tailed) is more than 0.05.

Table 13.
Paired Sample t_{test} Statistic Charades Game

	T	Df	Sig (2-tailed)
Pair 1 Pretest-Posttest	-18.546	19	.001

(see appendix 13)

Based the table paired sample t-test pretest and posttest is lower than 0.05 ($0.01 < 0.05$). Based on the result the researcher concluded that H_a is accepted and H_o is rejected. It means there is any significant effect of charades game on students vocabulary mastery ability concluded.

IV. DISCUSSION

Based on the observation sheet, the result of application in teaching vocabulary mastery, the researcher found the mean score was 3.38 categorized "very good". Futhermore, the result of students vocabulary mastery before and after taught by charades game was 37.75 categorized "fail" and 69.5 categorized "good". The Kolmogrov-Smirnov and Shapiro-Wilk formulas showed significant pretest and posttest data, indicating normality distribution. The posttest data was also normal, with a significant posttest value of 0.95. The table paired sample t-test pretest and posttest were lower than 0.05, confirming the hypothesis (H_a).

CONCLUSION

Based on the explanation in chapter IV, the researcher described the conclusion as follows:

1. The application of charades game in teaching vocabulary mastery at the eighth grade of SMP Negeri 4 Angkola Sangkunur is 3.38 categorized "very good".

2. The students' vocabulary mastery before and after using charades game at the eighth grade students of SMP Negeri 4 Angkola Sangkunur is 37.75 categorized "enough", and 69.5 categorized "good".
3. There is any significant significant effect of charades game on students' vocabulary mastery at the eighth grade students of SMP Negeri 4 Angkola Sangkunur with the category "medium" in academic year 2023/2024. Because the table paired sample t- test pretest and post test is lower than 0.05 ($0.01 < 0.05$). it means that hypothesis (H_a) is accepted.

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