LEARNING STRATEGY TO IMPROVE VOCABULARY MASTERY IN PRIMARY STUDENTS USING "DOMINO VOCABULARY CARD"

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Abstrak

Kosakata merupakan bagian penting dari bahasa Inggris namun sering kali terabaikan dalam kegiatan pembelajaran. Penguasaan kosakata sangat penting untuk memperlancar kegiatan pembelajaran bahasa Inggris. Dalam artikel yang berjudul "Strategi Meningkatkan Penguasaan Kosakata pada Siswa Sekolah Dasar dengan Menggunakan Kartu Kosakata Domino" ini, alasan pemilihan media edukasi berupa kartu domino kata bergambar ini adalah karena termasuk dalam media yang bersifat kreatif, sehingga permasalahan kurangnya penguasaan kosakata bahasa Inggris yang dimiliki siswa dan minimnya ketersediaan media pembelajaran dalam proses pembelajaran bahasa Inggris dapat teratasi dengan baik. Dengan adanya media ini diharapkan dapat membantu siswa menjadi lebih bersemangat dalam memahami pelajaran bahasa Inggris dan membantu guru dalam menyampaikan materi, sehingga memperlancar jalannya kegiatan belajar mengajar.

Kata Kunci: Permainan Kartu Domino, Media Pembelajaran, Vocab

Abstract

Vocabulary is an important part of English but is often neglected in learning activities. Vocabulary mastery is very important to expedite English learning activities. In this article entitled "Strategy to Improve Vocabulary Mastery in Primary Students Using Domino Vocabulary Card," the reason for choosing this educational media in the form of pictorial word domino cards is because it is included in media that is creative, so the problem of the lack of mastery of English vocabulary owned by students and the lack of availability of learning media in the English learning process can be handled properly. With this media, and the result from this research, students more enthusiastic to understanding English lessons and assist teachers in delivering material, thus expediting the course of teaching and learning activities.

Keywords: Domino Vocabulary Card, Teaching and Learning Media, Vocabulary

INTRODUCTION

One of the subject programs at the elementary level is English. English is a Local Content subject. The Ministry of National Education stated that English is a means of communication both orally and in writing. The ability to communicate in a complete sense is the ability to discourse, namely the ability to understand and/or produce spoken and/or written texts that are realized in the four language skills, namely listening, speaking, reading, and writing. Therefore, English subjects are directed at developing these skills so that graduates are able to communicate and discourse in English at a certain level of literacy (Ministry of National Education, 2008).

The Ministry of National Education stated that the English subject in SD/MI aims for students to have the following abilities: (1) develop limited verbal communication competence to accompany the action*(language accompanying action)* in the school context and (2) having awareness of the nature and importance of English to increase the nation's competitiveness in a global society (Depdiknas, 2008).

Vocabulary is an important part of the English language but is often neglected in English learning activities. Vocabulary mastery is very important to expedite English learning activities. Students will have problems learning English if they do not know the vocabulary. Vocabulary is very much needed in learning language skills because, without sufficient vocabulary, one cannot speak or communicate in English (Utami, 2018). In learning English, material about vocabulary is the material that is first taught before other material in learning language (Wiyanti, 2015; Sunariati et al., 2019), because the ability to master vocabulary material is a basic element for learning further English material. An indication that someone has mastered English vocabulary can be seen in their ability to pronounce and know the meaning of the words spoken so that other people can understand them easily. The large number of English words that a person has will affect his vocabulary ability.

One way to overcome the low mastery of English vocabulary for learning in elementary schools is through the application of appropriate learning media. Learning media are used to channel information from information sources to information recipients. To overcome these problems, we need an appropriate learning medium. Learning media is an important component of learning activities because it can stimulate the thoughts, feelings, interests, and attention of students in the learning process. This medium is certainly needed to learn English.

The use of media should be a part that receives the attention of teachers and facilitators in every learning activity to facilitate interaction between teachers and students so that learning activities are more effective and efficient (Wahyu, Edu, & Nardi, 2020). Therefore, teachers and facilitators need to learn how to determine the right learning

medium for students in order to achieve the learning objectives more effectively. Learning media that can make students actively participate in the learning process are game learning media (Nopianti, E., et al., 2019). Game media in learning is given through practice so that the game becomes fun and entertaining (Rahayu, 2018). Game learning media emphasizes students' ability to communicate or interact with other students because, with game learning media, students are more actively involved as a source of learning for other students, while the teacher has a less prominent role because the teacher has a role as a facilitator.

In learning English vocabulary, domino games can be a learning medium that keeps students from experiencing boredom and difficulties in learning English vocabulary. Domino card games are unique in that they can invite students to learn new vocabulary without students realizing it because they are immersed in domino card games (Madayani, 2016). Games are educational media that require separate skills that must be mastered by the teacher (Suyanto, 2005). These skills require prior study such as compiling game rules, preparing game tools and so on. Domino cards are a learning medium that can be used to attract interest students in learning English. Domino cards are cards that have been modified by filling in English vocabulary according to the theme being studied domino games are a form of game-based learning media consisting of domino cards to convey information in the form of picture words containing English vocabulary and colorful pictures. Colorful pictures can make students in learning English more enthusiastic. This picture does not show an abstract concept but is more realistic in form, so that students can know its form, not just imagine it. In addition, learning English with picture word domino cards can provide a more enjoyable atmosphere. This is possible because domino cards as learning media with game elements provide stimulation or invite students to be actively involved and interact one each other in the classroom in playing activities while learning (Alamsyah, 2021). According to Malik (2008) the steps for playing picture word domino media are reading English vocabulary, writing English vocabulary, and interpreting English vocabulary.

The domino game is one of the language game mediums that is often used in learning vocabulary. In this domino game, players are asked to connect the vocabulary on one card with the picture on the other card. According to Ginnis (2008: 116), there are several advantages of domino card game media, namely: a) making learning different and fun so that the vocabulary taught can be easy to understand; b) making students think critically, remembering, predicting, and guessing the meaning of words; c) causing students to participate actively; d) encouraging students to be more careful in determining vocabulary choices with pictures that are played. Lucky (2016) explained that domino card media has the advantage of being a game learning medium that can make students more active and eager to learn compared to monotonous still image learning media.

In general, when learning English takes place, the teacher conveys the subject matter to students using lecture, question and answer, and assignment methods accompanied by books and worksheets. The teacher explains the vocabulary of English by writing it on the blackboard, then invites students to read the vocabulary together only a few times and gives brief questions related to the vocabulary. This can cause students to forget the English vocabulary they just learned. Students still experience difficulties memorizing English vocabulary. In addition, learning media that are less creative in innovating are optimally utilized by teachers, which can result in students becoming less enthusiastic and feeling bored while learning English.

The use of the correct English learning media is very important because it can help students become more enthusiastic about understanding English lessons and help teachers explain the English lesson material that will be delivered to them. One of the learning media that can make students interested in learning is game media. Game media can make the learning atmosphere pleasant so that it will make it easier for students to understand the subject matter given and increase their interest and motivation in learning English. One of the game media used to improve English vocabulary for elementary school students is the use of picture word domino cards. The reason for choosing the educational media in the form of picture word domino cards is that, in addition to being simple and creative in making the media, the media material of picture word domino cards is easy to obtain, so that the problem of the lack of mastery of English vocabulary owned by the students and the lack of availability of learning media in the learning process can be well overcome.

METHODS OF LEARNING MEDIA

The explanation about the use of illustrated domino cards was carried out using an experimental method. Experimental method is a method that is carried out by making an innovation, observing an event and finding a solution to the problem. The target users of this media are fifth grade elementary school students.

How to Make Domino Vocabulary Media
1. Prepare material to be used in this media
2. Prepare pictures according to the existing vocabulary
3. Edit vocabulary by randomly matching pictures, using Ms. Word, Canva, or another editing application
4. After the editing process is complete, print using thick paper
5. Scissors according to size
6. Domino vocabulary cards are ready to be played

How to Use the Domino Vocabulary Media

How to play this domino card is very simple and easy, it can be played by elementary school students. Here's how to use it:

1. Form students into small groups of 2-3 students

2. Shuffle the cards that have been prepared, then divide them evenly and leave one card to start the game

3. Then the first student to start is the student who has the card according to the start card

4. Then it is continued by students who have a card that matches the vocab/image printed on the domino card

5. And so on until the game is over

Domino Vocabulary Media Game Rules

1. Players who can continue the game get one point

2. The winner of this game is the player who finishes the first card with the most points

3. And the player who spends the card with the fewest pounds last loses

Media Objectives Domino Vocabulary

This game aims to improve the ability to remember students' vocabulary in an interesting and fun way, so that students do not feel bored and burdened with memorization when learning English takes place.

How to Assess Teachers to Students Using Domino Vocabulary Media

This game is carried out between groups so that the assessment is carried out by looking at the highest score that has been collected by each group and the teacher can also see or assess through how students work together in each group. In the assessment here, educators do not only take value from the knowledge side, but also through assessing the character of each student in their performance and cohesiveness in the group.

Advantages and Disadvantages of Media Domino Vocabulary

- Advantage :

The advantage of this media is that students can learn vocabulary in a more fun way and are not fixated on memorization and textbooks. In addition, this media is also easy to create and modify by teachers according to needs.

- Weakness :

The weakness of this media is that the teacher will find it difficult when conditioning students in determining teams/groups, and it is possible that when the game takes place the class becomes less conducive.

CONCLUSION

The domino game is one of the language game media that is often used in learning vocabulary. In this domino game, players are asked to connect the vocabulary from one card with the picture on the other card. This game is carried out between groups so that the assessment is carried out by looking at the highest score that has been collected by each group and the teacher can also see or assess through how students work together in each group. This picture domino card game aims to improve students' ability to remember vocabulary in an interesting and fun way. The advantages and disadvantages of Domino Vocabulary Media are that students can learn vocabulary more fun and are not fixated on memorization and textbooks, but teachers will find it difficult when conditioning students in determining teams/groups. It is hoped that with this domino vocabulary learning media tool it can help and improve learning activities, especially English.

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