

**A COMPARATIVE STUDY OF THE USE OF PICTURE CLUES AND WORD
CLUES OF CROSSWORD PUZZLE GAME TOWARD STUDENTS'
VOCABULARY ACHIEVEMENT: AN EXPERIMENTAL STUDY ON EIGHTH
GRADE STUDENTS OF SMPN 1 GUNUNGSARI
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**IZZATUL HILMI
E1D113079**

**ENGLISH EDUCATION PROGRAM
LANGUAGE AND ART DEPARTEMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MATARAM
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APPROVAL

An article Entitled: *“A Comparative Study of the Use of Picture Clues and Word Clues of Crossword Puzzle Game toward Students’ Vocabulary Achievement: An Experimental Study on Eighth Grade Students of SMPN 1 Gunungsari Academic Year of 2017/2018”* by Izzatul Hilmi
has been approved on 4 July 2018

Second Advisor,



Arafiq, M. Hum.

NIP. 19790408 200812 1 001

*Izzatul Hilmi, English Education Program, Language and Art Department,
Faculty of Teacher Training and Education, University Of Mataram*



A Comparative Study of the Use of Picture Clue and Word Clue of Crossword Puzzle Game toward Students' Vocabulary Achievement: An Experimental Study on Eighth Grade Students of SMPN 1 Gunungsari Academic Year of 2017/2018

Abstract

The aim of this research is to find out the significant differences of learning by using picture clue and word clue of crossword puzzle game toward students' vocabulary achievements. This research is a comparative study that belongs to experimental research. The subjects of the research were class A and B of eighth grade students of SMPN 1 Gunungsari academic year 2017/2018. Class A was taught by using crossword puzzle with picture clue and class B was taught by using crossword puzzle with word clue. The results of this research showed that the mean scores of pre-test of class A and B were 49.45 and 53 respectively. While mean scores of post-test of class A was 79.87 and class B was 73.75. The research hypothesis was analyzed by using t-test with Polled Varian. The result points out that *t-value* (3.04) were higher than *t-table* (1.66). It indicates that there is a significant difference of learning by using picture clue and word clue of crossword puzzle game toward students' vocabulary achievements. Based on the result, it can be concluded that crossword puzzle with picture clue is more effective than crossword puzzle with word clue.

Key words: game, crossword puzzle, picture clue, word clue, vocabulary.

Introduction

English is expected to be mastered by all ages. Therefore, learning English needs to start since young. The first thing that should be learnt is vocabulary. Without vocabulary, it is impossible to do communication. Communication can only take place if people know the words that represent their messages. Thus, learning vocabulary is the important thing to do in learning the English. Vocabulary is a list of words as basic part of English, which should understand the meaning and the use of words in a communication. Words, phrases, or sentences should be used in appropriate situation, appropriate place, and appropriate for person to communicate with.

Based on the writer's experience during teaching internship in SMPN 1 Gunungsari, the fact shows that many students have low understanding about those practical aspects. Some students of grade VIII did not know the meaning, the use, and the ways of arranging word into

phrases, for example, the word "your". Furthermore, students did not know how to spell the word. This low of vocabulary knowledge has become problem in teaching and learning English.

Furthermore, vocabulary as a base of learning English was not taught intensively by teacher. Teacher have had main target of teaching in every meeting. Teacher teach the topic of learning and vocabulary simultaneously. However that was not enough for students to enhance their vocabulary. The technique of teaching English vocabulary is the other problems. Teacher often becomes the one who most active in teaching and learning activity. Teacher delivers the lesson in front of the class while students listen to the lesson in their seats. It leads the students as passive learners. From students' point of view, the possibility problem is concerning the importance of learning English. Most students did not know what the relation of English to their life. The students did not know the importance of learning English. This may cause

the interest of learning English relatively low.

There are many ways to improve student's vocabulary knowledge. One of the ways is by using a game, in this case is crossword puzzle. Orawiwatnakul (2013: 417) claims that "among many games, crossword puzzles seem to be more attractive than others". Crossword puzzle is a fun and interactive way to practice vocabulary at any level of English learning. Crossword puzzles are popular for helping students to grow their interest in line with Jaramillo et al (2012: 215) that "crossword puzzles are generally associated with game playing, fun, and recreation, and therefore can be less intimidating for students than other activities". Through this game, students expected to enjoy the learning process. It is also expected to make students gain the lesson easily. Crossword puzzle is a game consist of horizontal and vertical patterns that should be filled based on the clues. Karim and Hasbullah (1986) state that based on the clue there are two kinds

of crossword puzzle. The first is crossword puzzle that uses picture as a clue and the second is crossword puzzle that uses word or sentences.

Based on the explanation above, the writer interested to conduct a study related to the use of picture clue and word clue of crossword puzzle game as teaching media toward students' vocabulary which would be conducted in SMPN 1 Gunungsari grade VIII academic year 2017/2018. This study is expected to has beneficial effect to overcome problems deal with vocabulary.

In this research, writer would like to find out the significant differences of learning by using picture clue and word clue of crossword puzzle game toward students' vocabulary achievements at eight grade students of SMPN 1 Gunungsari academic year 2017/2018. This research is also would like to compare the effectiveness of learning by using picture clue and word clue of crossword puzzle game toward students' vocabulary achievement at

eighth grade students of SMPN 1 Gunungsari academic year 2017/2018.

Literature Review

Understanding a language means understand the words itself. It is usually called vocabulary knowledge. According to Butler (2010: 1), vocabulary is generically defined as the knowledge of words and word meaning. Vocabulary plays an important role in learning a language. It is because without vocabulary, people cannot understand each others or express their own ideas. In other word, vocabulary is the basic knowledge in learning a language. Furthermore, vocabulary is not only knowing the word but it is more about form, meaning, and the use.

In learning English, the first thing to do is learning a word. It because vocabulary is the basic aspect in learning language skills. Cummins (1999) in Herrel (2004) states that:

There are different types of vocabulary in each skill: Reading vocabulary, this refers to all the words an individual can recognize when reading a text. Listening

vocabulary, it refers to all the words an individual can recognize when listening to speech. Writing vocabulary, this includes all the words an individual can employ in writing. Speaking vocabulary, this refers to all the words an individual can use in speech.

Therefore, teacher should prepare and find out the appropriate techniques in teaching vocabulary, which will be implemented to the students.

In recent years, the most effective way to learn is through games as Davis et al (2009: 5) state that "Games have been a widely utilized form of study by students and teachers alike, across all age groups and areas of study".

One of which games that is used to teaching and learning is Crossword puzzle. A crossword puzzle, according to Wahyuningsih (2009) in Njoroge et al (2013: 315) is a game in which words, guessed from their definitions, are fitted into a diagram of white and black squares. The crossword has words written horizontally (across clues) and words

written vertically (down clues). In addition, Wahyuningsih says that the pattern of black squares usually serves to separate each word from adjacent words.

Crossword puzzle based on the clue is divided into two as stated by Karim and Hasbulah (1986). They are crossword puzzle using pictures as the clues. The grid stills the same, however, this kind of crossword puzzle uses picture around the grid to solve the puzzle. The second type is crossword puzzle using word or sentence as the clue. This is the puzzle that usually use by people.

Teaching vocabulary using Crossword puzzle games has many educational values. Crossword puzzle help students solving involves several useful skills including vocabulary, reasoning, spelling, and word attack skills (Jones, 2007 in Yuliandari et al, 2015: 3). It is because this game challenge students to identify and understand the terms or words being used. The games often provide new vocabulary and terminology.

Crossword puzzle games also helps students to differentiate between similar words and phrases. Crossword puzzle also helps students to know exact spelling in which students are able to practice dictionary skills. Additionally, the benefits of using crossword puzzle in the classroom is that students and teacher are closely connected each other's. The teaching and learning process become more fun and enjoyable.

Research Method

The design of this research is experimental research. Pre-test, treatment, and post-test would be given to the subject in order to find out the result. The method used in this research was quantitative research in which the result was stated by explaining the statistical computation. The subject of this research was students of SMPN 1 Gunungsari grade VIII academic year 2017/2018. To being more specific, the subject was divided into two classes or groups, namely group A and group B. In this research, the treatment of using

crossword puzzle with picture clue was conducted in class A or group A. Class or group B used crossword puzzle with word clue as a treatment.

Writer conducted normality and homogeneity test of pre- test and post- test before calculating the hypothesis test with parametric test. Parametric test uses one tail test of t-test. Writer used t-test with Polled Varian to find out the significant difference of both group. If t value is higher than t table, then H_0 is rejected which states "There is no significant difference of students' vocabulary achievement between those taught by using crossword puzzle game with picture clue and crossword puzzle game with word clue" and H_a which states "There is significant difference of students' vocabulary achievement between those taught by using crossword puzzle game with picture clue and crossword puzzle game with word clue" is accepted..

Discussion

The research was intended to investigate whether there is any significant difference of students'

vocabulary achievement between those taught by using picture crossword puzzle and word crossword puzzle at eight grade student of SMPN 1 Gunungsari. This research is also intended to compare the effectiveness of learning by using picture clue and word clue of crossword puzzle game toward students' vocabulary achievement.

The mean scores of pre- test result of groups A and B are 49.45 and 53 in a row. Meanwhile, the mean score of post- test result of group A and B are 79.87 and 73.75. Score of group A increases in amount of 30.42% while group B increase in the amount of 20.75%. It can be concluded that the students' vocabulary achievement those taught by using picture crossword puzzle and word crossword puzzle increase.

According to t-test computation, it is found out that there is a significant difference of students' vocabulary achievement between those taught by using picture crossword puzzle and word crossword puzzle. It

because *t-value* is higher than *t-table*, that is $3.04 \geq 1.66$.

This research strengthens some previous studies related to the use of crossword puzzle. Widyasari (2010) found that crossword puzzle that was used in teaching and learning process gave positive effect in improving students' vocabulary mastery and students' motivation in learning vocabulary. The similar findings have been also found in Wadini (2014) and Profita (2012) where the use of crossword puzzles has a significant improvement in students' vocabulary achievement and can be used at any level of students. Those researches did not specifically distinguish the use of picture and word clue of crossword puzzle game as it was done in this research. However, those findings proved that the use of crossword puzzles both word clue and picture clue have positive effect toward students' vocabulary achievement.

The comparison between results of the mean score of pre- test and post- test in groups A and B shows

the amount of percentage is 9.67%. The data reveals that group A that uses picture crossword puzzle as treatment has a higher improvement than that of group B. It can be concluded that the use of picture crossword puzzle is more effective than word crossword puzzle.

The effectiveness of picture crossword puzzle is seen from the higher achievement in the final test. Students of group A are better in remembering the words that have already taught by using picture crossword puzzle. This finding is relevant to Paivio's statement (1971, 1976) in Carpenter and Olson (2011: 1) that pictures are remembered better than words because they are more likely to be represented by both verbal and image codes. It is also seen from the curiosity

Conclusion and Suggestion

The result of hypothesis test concludes that there is a significant difference between those taught by using crossword puzzle game with picture clue and crossword puzzle game with

word clue toward students' vocabulary achievement. Thus, the use of picture crossword puzzle and word crossword puzzle as a media in teaching and learning process increases student's vocabulary achievement. The findings showed that the improvement was higher in group A those taught with picture crossword puzzle than that in group B those taught with word picture puzzle (30.42% and 20.75% respectively). In addition, based on the difference of students' vocabulary improvement, it can be concluded that crossword puzzle with picture clue is more effective than crossword puzzle with word clue toward students vocabulary achievement.

Based on this research that has been conducted, there are some suggestions that would like to propose for following people. first of all, students are suggested to use crossword puzzle game with picture clue and word clue as the media to improve their vocabulary knowledge. It will help students in reminding vocabulary and obtain new vocabulary. Crossword puzzle game is

not only used in class, it can be used in any place and time such home, park, etc. Next, the use of picture clue and word clue of crossword puzzle game is effective to use in teaching process. It helps teacher to increase students' interest by applying this game, individually or by grouping the students. So, teachers are suggested to expand their teaching method by using crossword puzzle game. Last, the next researcher who research a study related to the crossword puzzle game is suggested to do better preparation, observation, and analysis in order to cover the limitation of this research. Finally, writer hopes that this research can be useful for readers.

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