

SPELLING BEE TO IMPROVE STUDENTS' VOCABULARY MASTERY

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Abstract: This study aims to investigate the effects of spelling bees on the ability to use the English language and their vocabulary. A non-equivalent control group design was employed in the Quasi-experimental study. Students enrolled in their seventh year at SMPN 9 Makassar make up the study's population. There were a total of 40 students; 20 were randomly assigned to the experimental group from VII C, and 20 were assigned to the control group from VII D. Students' vocabulary knowledge served as the dependent variable in this research, while spelling bees served as the independent variable. The research tool for this study was a vocabulary test that was administered before and after the intervention. A method known as purposive sampling was employed in this study. The research found that the experimental class had a pre-test spelling bee score of 53.60 and the control class had a score of 50.75. The experimental class had a post-test score of 75.65, while the control class achieved a score of 60.67. Researchers found that students' English vocabulary was significantly enhanced when they participated in spelling bees.

Keywords: English Language, Spelling Bee Game, English Vocabulary

1. INTRODUCTION

Learning English in school is crucial, as it will serve students well in their future endeavors and will be an asset to any business. Because everything is going to be globalized in the present era, many companies demand or even demand that their employees be able to communicate in English. Acquiring new words is like building a puzzle: it's all about the simple sentences. Several lexicographers and specialists have come to the following conclusions that it is important to introduce new words in engaging ways since vocabulary is becoming crucial to language acquisition. Many students at SMPN 9 Makassar still do not understand what English is or why it is taught, and some of them also do not know much about the English language's vocabulary, therefore this study be helpful in all schools. It is a good idea to share the results of this study with these educational institutions so that they may better understand the significance of English in their daily lives and for the future.

Since many junior high school students still hold onto attitudes from elementary school, such as learning by doing or staring at a spelling bee, it is a great way to help those students who struggle with or are unaware of how to learn English. Therefore, the purpose of this game is to help kids at these schools learn English, particularly those who are unfamiliar with the language, through play. Research suggests that students' vocabulary and other language abilities can be enhanced through the use of games to teach new words. Uranga Rahayu states that a spelling bee is a competition in which participants

are required to correctly spell words. While students do need to commit the words to memory for the spelling bee, they are also introduced to a more complex mental process as they receive multiple clues to spell each word correctly, including definitions, alternate pronunciations, word types (noun, adjective, verb), and context.

2. LITERATURE REVIEW

2.1. The Concept of Vocabulary

Teaching vocabulary involves more than just introducing new words; it can be described as the words taught in a language. Vocabulary refers to the words used by an individual or all the words that exist in a specific language or field of study. Learning a language, such as English, involves acquiring the vocabulary of that language (Paul, 1995). Aminruddin (2004) defines vocabulary as the entirety of words known or utilized by an individual, all the words inside a language, or a compilation of terms and their definitions, particularly found in educational materials for acquiring a new language. Webster's Third New International Dictionary defines vocabulary as a list or collection of words and phrases, typically ordered alphabetically and accompanied by explanations or definitions. Vocabulary, as a fundamental aspect of language, plays a crucial role in children's development of speaking, reading, and writing skills. Vocabulary refers to words that hold significance when perceived, even if they are not consciously processed by an individual for communication with others (Muhbubah and Siti, 2005).

2.2. Spelling Bee Game

Spelling Bee is a tournament where contestants are required to spell words (Foster, 2001). A spelling bee is a competition where participants are required to spell a wide range of words, typically of varied levels of difficulty. Contestants must memorize the correct spellings of words from dictionaries and recite them accurately to compete. The Spelling Bee competition involves more than just memorizing words and letters; it requires a complex thought process. Students are provided with several cues, including definitions, pronunciations, word types (noun, adjective, verb, etc.), and example sentences to help them respond or spell the word correctly. The spelling bee is thought to offer significant advantages for students who are studying English. Parents and teachers can utilize the techniques employed in this competition to enhance the English language proficiency of students. A spelling bee is a competition where children demonstrate their spelling abilities. Participants are typically provided with a word to spell correctly. They can inquire about the definition, etymology, and original language of a word if it is a borrowed term. The other person must be aware of both the meanings and spellings of the words they used. Having an extensive vocabulary facilitates the expression of thoughts (Beech et al., 1984).

3. METHODS

A quasi-experimental design was used for this study, and two class groups took part. There will be an experimental class and a control class. First, there will be an experimental class. In the experimental class, the researchers use the Spelling Bee Game to help students learn new words. In the control class, they use more traditional ways to teach. There was a pre-test and a post-test for both the experimental class and the control class. The goal was to find out how the spelling bee game could help kids learn new words. To find out how well the trial class and the control class worked by comparing them before and after the tests. It is as stated by Sugiono (2010) that the quasi-experimental design plan is actually an unequal control group design. The participants in this study were students from SMPN 9 Makassar. There are 25 classes. This study utilized purposive sampling. To obtain representative data, the researchers use two classes as a sample, which are separated into two groups: experimental and control. The researchers use VII.C (20 students) as the experimental class and VII.D (20 students) as the control class. The research instrument is a test designed to measure how many children have mastered vocabulary. The test will be administered as a pre-test and a post-test. The vocabulary test consists of 25 numbers: 15 for the problem and 10 for the pre- and post-test.

4. RESULTS

4.1. The Mean Score and Standard Deviation of Class

Comparison Score of Experimental Class and Control Class. This section was used to answer the research question and conducted in both the Experimental Class and the Control Class by using SPSS.

Table 1. Comparison score of Experimental Class

Class	N	Mean	Standard Deviation	Standard Error Mean
Control	20	60,67	22,374	4,895
Experiment	20	75,65	18,367	3,950

It could be seen that were a relationship between Pre-test statistic mean of control class was (60,67) and experimental class was (75,65). Meanwhile, standard deviation of control class was (4,895) and experimental class was (3,950). It is therefore possible to draw the conclusion that there is a difference, on average, between the learning outcomes that were achieved before and after the test. Additionally, this indicates that there is an effect of using spelling bees to improve students' vocabulary mastery, which is a positive attribute.

5. DISCUSSION

Students are able to express their abilities, sentiments, and desires via the usage of the Spelling Bee. As a result of this definition, the researchers come to the conclusion that participating in a spelling bee can help students appreciate and have fun while they are learning. Additionally, students can open their minds to the possibility of mentioning, pronouncing, and spelling new words. When compared to just providing children with a list of words, teaching them to remember words by letter is more effective. The gap analysis of the mean score on the post-test between the class that participated in the experiment and the class that served as the control establishes whether or not the method that was utilized is successful. Those in the Experiment class had mean scores of 75.65, whereas those in the Control class had mean scores of 60.67. When compared to the Control class, the Experiment class demonstrates a significant rise, as demonstrated by the explanation of the gap that exists between the two classes. The implementation of the Spelling Bee was shown to be effective in assisting students in improving their spelling intelligence, as demonstrated by the outcomes. The game can also be used as an alternate method to develop students' memories, whether it be for the purpose of memorizing the vocabulary that they have acquired or for the purpose of spelling out the vocabulary items that they have learnt.

6. CONCLUSION

The Spelling Bee game helps enhance students' grasp of vocabulary. Students' scores on the vocabulary test prior to participating in the Spelling Bee were subpar. This contrasts with student proficiency following the introduction of the Spelling Bee game in vocabulary acquisition. It is present in post-test kids. The score exceeds that of the pre-test. Utilizing Spelling Bee in educational exercises enhances students' proficiency in vocabulary. This can enhance students' comprehension of words and their mastery of vocabulary. The research results demonstrated that students' scores significantly increased after receiving instruction in the Experiment class utilizing Spelling Bee. Utilizing the Spelling Bee is beneficial for enhancing students' vocabulary skills. This undoubtedly enhances the kids' grasp of terminology. The experimental group showed greater vocabulary mastery scores compared to the control group in the post-test. Using the spelling bee game as a treatment for the experimental group was effective.

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