

**THE EFFECT OF WORD CHAIN GAME ON STUDENTS VOCABULARY
MASTERY OF THE TENTH YEAR STUDENTS OF SMK SWASTA
ABDI NEGARA BINJAI IN ACADEMIC YEAR 2018/2019**

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ABSTRACT

The objective of this research was to get empirical evidence about the effect of word chain game on Student's Vocabulary Mastery and to identify the students' achievement in learning vocabulary through word chain game. This research used quantitative method. The sample of this research was the first grade of SMK Swasta Abdi Negara Binjai at academic year 2018/2019. With the total number 25 students from each class. The research conducted experiment in two different classes with word chain game was employed in an experimental class and other technique was employed in a controlled class. The data were collected through the achievement of pre-test and post-test from two classes. The result showed that teaching vocabularies by using word chain game was more effective than using conventional method. word chain game has served a positive influence. So, it can be concluded that word chain game has positive effect to the first grade students of SMK Swasta Abdi Negara Binjai in teaching vocabulary.

Key words : word chain game, vocabulary

INTRODUCTION

Vocabulary is one of important skills in language. We use words and arrange them together to make sentence, conversations, and discourse all things. We cannot express our ideas if we do not master it. Vocabulary knowledge is often viewed as a critical tool for second language learners because a limited vocabulary in a second language impedes successful communication. Mastering vocabulary is not easy, yet other aspects of the language are considered such as; sound, and structure. There are many factors that make the students' vocabulary is low. They came from the internal factor and the external one.

Based on the pre-observation done by the writer in the tenth year of SMK Swasta Abdi Negara Binjai teaching English as a foreign language faces many serious challenges. The problems are the students find it difficult to spell, understand the meaning and pronounce English words. Then the usual technique to handle this problem is by supplying a list of words added with the definition of them, or allows the students to consult a bilingual dictionary or teacher mentions the definition of every single word of the passage. Students also have difficulty in defferentiating the form of word grammatically, such as part of speech noun, verb, adjective, adverb. Futhermore students have low motivation in learning english

because they feel English is difficult. Students tend to be bored and low participation in English class.

In addition, to help students in mastering English, many teachers have used different methods for the same purpose, to understand, to learn and to remember vocabulary more easily. There are many methods that can be used in teaching or learning vocabulary. However, there are some advantages and disadvantages in every method.

One of the ways to teaching strategies that can make students motivate to learn English is using the suitable strategy, such as games. One of the games that can improve the students' vocabulary mastery is word chain game. This game can be used to help build students' vocabulary using a variety of themes. Ideally if the students can play many games in English their vocabulary mastery will be up. It can be seen from less vocabulary that they have memorized and they are not able to mention the meaning of simple vocabulary.

From the explanation above, that is why the writer wants to conduct a research with the title "The Effect of Word Chain Game on Students' Vocabulary Mastery of the Tenth Year Students of SMK Swasta Abdi Negara Binjai in Academic Year 2018/2019".

RESEARCH METHODOLOGY

This was a quantitative research based on computation and measurement, operational variables and statistics. The design of the research used experiment design. It concerned primarily with discovering the effectiveness between or among interrelationship of two variables at the same time. The aim of the study to reveal and describe the effectiveness of using word chain game in teaching vocabulary of the tenth year students of SMK Abdi Negara Binjai 2018/2019.

Experimental research involved into two groups: experimental group and control group. The experimental and control group were consisting of tenth year students of SMK Abdi Negara Binjai. The procedure of experiment design include, treatment and test. Firstly, both of groups were given different treatments; the experimental group was treated through word chain game and the control group was taught by using conventional strategy in reading narrative text. Both of them were taught the same materials based on the curriculum and in the same month. Finally, after they got treatments, the experimental group and the control group received a test. The results of the test of each group were compared to find the effect of using word chain game on students' reading achievement of those results between the experimental group and the control group.

The population of this research was the tenth year students of SMK Abdi Negara Binjai in academic year 2018/2019. It consists of 5 classes, and the total of the population of this study was 134 students. The sample of this research was taken from two classes of tenth year students of SMK Abdi Negara Binjai in academic year of 2018/2019. The samples were divided into two groups. The first

group as the experimental group and the second one as the control group. The sample of this research was the students of TKJ and AP1 of SMK Abdi Negara Binjai in academic year 2018/2019. Experimental group consist of 25 students, and the second one was as the control group consist of 25 students.

The instrument used in this research was a vocabulary test items test. The writer used the multiple choices items in chosen forms of “a, b, c, d” and the total number were 20 questions. Gathering the data was the important thing in doing research. The t-test was used to know the influence of using word chain game in teaching vocabulary mastery.

DATA AND DATA ANALYSIS

From the known data, then the writer calculated the result of test from the experimental and control group. The t-test is used to know the influence of using Word chain game in teaching vocabulary mastery. Based on the computation, the difference average score between the experimental group and the control group was appeared. On the experimental group, the average score of the pretest was 52 and the posttest was 72.4. From those scores, the difference of the average score between the pretest and the posttest on the experimental group was 20.4. While, on the control group, the average score of the pretest was 53.2 and the posttest was 63.8. The difference average of the score between those tests was 10.6. It means that the difference average score on the experimental group was higher than in the control group. In conclusion, there was good improvement of the experimental group’s achievement after they received the treatment by using word chain game in teaching vocabulary mastery.

To answer those questions above, the writer hypothesized that: The writer summarized that $t_o > t_{table}$ ($6.64 > 2.02$), it means that the Null Hypothesis (H⁰) is rejected and the Alternative Hypothesis (H¹) is accepted.

CONCLUSION

Based on the formulation of the problem’s of this research identified as follows “Is there any effect of word chain game on students’ vocabulary mastery of the tenth year students of SMK Swasta Abdi Negara Binjai in academic year 2018/2019?”

The result of the analysis in the research, showed that the value of t_o is bigger than t_{table} (t) at significance level it means that the Null Hypothesis (H₀) is rejected and the Alternative Hypothesis (H_a) is accepted. Thus, there is different effect between students vocabulary were taught by using Word chain game and without Word chain game.

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