THE EFFECT OF USING APPLES TO APPLES GAME ON STUDENTS' VOCABULARY ACHIEVEMENT

Nida Khofiyya Abdullah[1]*, Yuvita[2], Nur Laila Molla[3]

[1,2,3] English Education Department, Universitas Pancasakti Tegal. Halmahera Km. 1, Kota Tegal, Central Java, 53121 Indonesia.
* Corresponding Author : nidaabdullah214@gmail.com, Telp :+62895422737217

Abstract

The aims of this research is to find out the effect of using Apples to Apples game on students' vocabulary achievement The method of this study is quantitative and used true experimental design. The population of this research is Ninth grade students of SMP N 19 Kota Tegal. The sample was taken by using random sampling. Using SPSS 22 version, the researcher analyzed the data using the Paired Sample T-test. The result was $0.000 \leq 0.050$, indicating that Ha is accepted while Ho is rejected. It means there is difference significant effect between students who taugh by using Apples to Apples game and students who are not taught by using Apples to Apples game at Ninth grade students at SMP N 19 Kota Tegal. Based on the result, the Apples to Apples give an effect on students' vocabulary achievement.

Keywords: *The Effect Apples to Apples game, Vocabulary achievement*

1. INTRODUCTION

The fundamental skill for learning English is vocabulary. Dakhi & Fitria (2019) "Vocabulary plays an important role in language use, it is a the basis for communication, reflection of social reality, emotional enhancer, and predictor of academic ability". Sinta (2022) stated that It is difficult to teach vocabulary to speakers of other languages because Indonesian vocabulary differs from other languages. Sulistianingsih et al., (2019) stated that A vital component of language learning, particularly when teaching and learning English, is vocabulary. Vocabulary Achievement can aid pupils in comprehending the language through the use of four fundamental skills. Students' language development through the four skills ; reading, writing, speaking, and listening is aided by their vocabulary.

According to researcher's observation in SMP N 19 kota Tegal, the most common problem discovered is students lack of vocabulary mastery. Many factors contribute to the difficulties of the problem, such as;

1)   Many students had low motivation to learn English, there were many factors that affected their motivation during the learning process.

2)   Students thought English was difficult because they lack of vocabulary mastery.

3)   The learning method still used conventional method. The conventional method made students bored in teaching and learning.

According to the researchers' observations, the teachers still use conventional methods for delivering the material in the class. In this era, teachers should more creative and innovative for delivering the material. The students more interested with something that made them fun and happy. Thus, the lesson did not feel heavy and boring. Therefore, teachers should find the suitable method to help them interested in the learning process especially in learning vocabulary.

Sulistianingsih & Aflahatun, (2021) based on their observation in multiple elementary schools in Indonesia, particularly in the region of Central Java, they have discovered that the majority of teachers continue to teach English using the traditional methods. Furthermore, in this instance, the teachers are still not making the most of ICT to help the pupils reach their goals.

Sabaruddin (2016) stated that the teacher should provide entertaining media and establish an enjoyable learning environment in order to help students understand vocabulary during the learning process. There are any methods and strategies that can be used to teach vocabulary. One of them is through game. The researcher was interested to use game because by using game they can express their idea and their skill. Through game, the students will motivate to win the game and there were many advantages used game in the learning procces. Jin et al (2020) in their research, "Game based learning is an upcoming method to teach various topics in an educational setting".

There were a lot of games that can be used in teaching learning process. One of them is used Apples to Apples game. Apples to Apples game is matching card game and usually consist of 4 or more people. Apples to Apples game can be used as a method to taught vocabulary especially in Junior High School. The card is consist of 2 kinds, red color and green color card. The red color card is consist of noun and verb meanwhile green color is consist of adjective and adverb or complement. The students should match the noun and adjective or verb and adverb or complement to be a good mean. In the card there is definition and the mean of the word. The card helps students to know about the vocabulary. Through this game, the students more interactive with their friends and the learning process did not feel boring. (Widiyastuti, 2018) explained that Apples to Apples is attractive technique that can be used in teaching English and made students enjoy to study English.

In this research paper, the researcher used Apples to Apples game to improve the students' vocabulary mastery because Apples to Apples is a board game that can be adapted to teach vocabulary in the learning process.

2. METHOD

To calculate the data, the quantitative approach was employed in this study. According to Yusuf (2014:58) quantitative approach is one that is objective and measurable, including human behavior and predictable social realities. The use of quntitative research with valid and reliable instruments and appropiate and accurate statistical analysis results in results that do not deviate from the actual condition. Leedy & Ormrod (2001); Williams, (2011) cited in Apuke (2017) stated that "Quantitative research involves collecting of data so that information can be quantified and subjected to statistical treatment in order to support or refute alternative knowledge claims".

According to Salkind, (2013) explained that quantitative research objectives differ significantly from qualitative objectives comprehending a condition or occurrence better. When doing quantitative research inquiries, researchers attempt to describe the current conditions, find connections between variables, and sometimes even attempt to explain causal correlations between variables.

2.1 Research Type

This research used experimental research. According to Yusuf (2014) experimental resarch is an investigation designed in such a way that the phenomenon or event can be isolated from other influences. Sugiyono (2019:111) stated that experimental which is a quantitative method, is used to determine the influence of independent variables (treatment) on dependent variables in controlled conditions. Salkind (2013) stated that experimental resarch is a group of methods wherein various conditions or treatments are established, and the effects of these are then observed on the subjects. True experimental design was applied in this research. Sugiyono (2019:115) states that true experimental design is the real experiment because the researcher has control over the external variables that impact the otcome of the experiment with this design.

2.2 Time and Place of the Research

The research was taken in 4th January until 24th January 2024. There are eight meetings for conducted the research. The location of the research at SMP N 19 Kota Tegal, Jl. S.A. Tirtayasa, Bandung, Tegal Selatan, Kota Tegal.

2.3 Subject of Research

The population of the research was Ninth grade students of SMP N 19 Kota Tegal academic year 2023-2024. There are 208 students that consist of 7 classes. Researcher took 2 classes for the sample of the research, experimental class and control class which contain about 30 students for each class. Simple random sampling was used in the research. Sugiyono (2019:129) state that simple random sampling is selecting sample participants at random, irrespective of the population's stratum.

2.4 Procedure

The procedures are as follow:
1. Pre-test, the test was conducted before a treatment. Pre-test was conducted with 30 question in multiple choice. Before the pre-test is

carried out, the questions have been tested in other classes and must be valid.
2. Treatment, in this research used apple to apple game for the treatment. There are six meetings to do the treatment. Treatment used to know whether students' vocabulary achivement increase or not after use apple to apple game.
3. Post test conducted after applying apples to apples game. The question in post test is similar with pre-test. The students have been given 40 minutes to finish the 30 question in a form mulple choice.

2.5 Research Instrument and Data Collecting Technique

A research instrument is an important tool to get the data for the research. In this research used test. There were pre-test and post test in this research. The pre-test used to measure students' vocabulary before using the treatment. While the post test used to measure students ability in vocabulary after using the treatment. The aims of pre test and post test is to find out the difference significant of vocabulary achievement between experimental class and control class.

2.6 Data Analysis

In this research, the researcher used descriptive statistic analysis to describe the result of the data. According to Nasir & Sukmawati (2023) explained that the aims of descriptive analysis is to give an overview and description of an object without making any generalizations about the object being studied.

Normality test is carried out to measure whether the research data comes from a population or variable with a normal distribution In this research used Kolmogorov Semirnov test to measure normality test by using SPSS 22 version. Decision making criteria: if the sig. (p value) $\leq$ 0,05 (5%) H_a is accepted or H_o is rejected it means that the data was not distribution normally. If sig. (p value) $\geq 0.05(5\%)$ so H_o is accepted and H_a is rejected, it means the data was not distribution normally.

Hypothesis test is the general scientific method of knowledge is formulating a theory and veryifying it empirically. According to Saras & Noraini (2015) stated that hypothesis testing is stating a claim about the population and evaluating it through the process of analyzing sample data. In the research used paired sample T-test and independent sample T-test.

3. FINDING AND DISCUSSION

The treatment was given after pre-test. The treatment was conducted on 9th January 2024 in control class. The researcher used conventional method in the learning process to explain the material. Treatment in the experimental class start on 10th January 2024. The students divided into 4 group which contain 7-8 students for each group. The game started from group one for the second meeting. Every group were given 35 minutes for played apples to apples game.

The third meeting on 10th January 2024 in control class and 12th January 2024 in experimental class, the researcher continued the material in control class and asked students to do the exercise in activity 5 and 6 in their book. In experimental class, the researcher continued the game. Group two and three got their turn to play apples to apples game.

The fourth meeting on 13th January 2024 in experimental class and control class. Students was given different treatment. In experimental class, the students continued play apples to apples game. The students in experimental class continued the material, the researcher aksed to students about the meaning of difficult words.

The fifth meeting was conducted on 16th January 2024 in control class and 17th January 2024 in experimental class. In control class, the researcher continued about narrative text and gave the text to the students. In experimental class, students asked to play apples to apples game. After that students were given homework that must be submitted at the next meeting.

The sixth meeting on 17th January 2024 in control class and 19th January 2024 in experimental class. In contol class students continued do the exercise in their book. Meanwhile, in experimental class the students continued apples to apples game.

The seventh meeting was conducted on 20th January 2024 in control class and experimental class. In control class, the students were given time to ask and discussed their material with their friends. In the experimental class, the researcher asked them to continued play the apples to apples game.

Accordimg to N. M. Lubis (2022) stated that the communication will succeed or not it depends on the accurate vocabulary understanding. In learning English students can't listen, speak, read and write well if they don't know vocabulary and any single word well. Eksanti (2023) explain that micro skills consist of vocabulary, grammar, spelling, and pronunciation. Before learning about macro skills, The most crucial skill that students must possess in order to understand English is vocabulary mastery. Widiyastuti (2018) in her research showed that Apple to Apples game can improve the students' understanding on recount text. Meanwhile, the researcher used Apples to Apples game on narative text. (R. F. Lubis, 2017)

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Pre Test Experiment	30	13	66	37.13	13.403
Post Test Experiment	30	60	93	77.80	7.490
Pre Test Control	30	16	56	36.70	9.560
Post Test Control	30	50	76	65.17	7.979
Valid N (listwise)	30				

The result of the pre test showed that the average of the pre test in experimental class was 37.13 while the average of the pre test in control class was 36.7. After pre test, both of the class were given treatment with difference method. In the experimental class was given apples to apples game in the learning process to find out the significant difference on students' vocabulary achievement. In control class, students was taught by conventional method. Then, the last was post test. The result showed that average of post test in experimental class was 77.8 while, the average of post test in control class was 65.17.
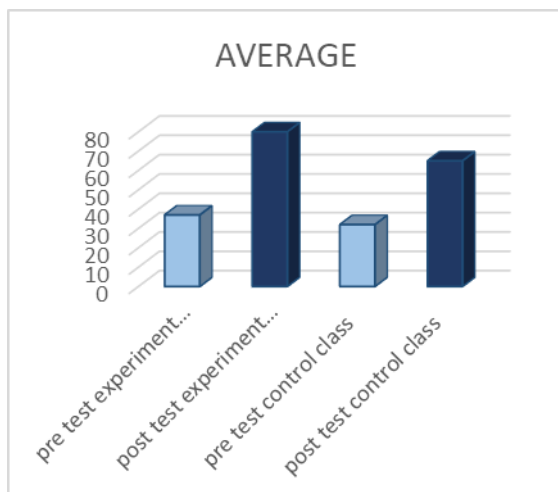
Graph 1 Pre test Post test Average Experimental class and Control Classs

Based on the graph above, it can be seen that the score of post test in experimental class and control class has sinificant different. The score of experimental class was higher than control class score.

It means that Apples to Apples game effect on students' vocabulary achievement in ninth grade of SMP N 19 Kota Tegal 2023/2024.

4. CONCLUSION

The study's findings support the hypothesis that there was a substantial difference in student performance between the experimental class, which used the apples-to-apples game to teach, and the control group, which used a traditional teaching strategy. The post-test results indicated that the experimental class mean was 77.8, whereas the control class mean was 65.17.

In this research used paired sample test result on SPSS was used to find out whether significant difference between pre test and pos test in both of class, experimental class and control class. In paired sample test table above in previous discussion showed that sig. (2-tailed) was $0.00 \leq 0.05$. The result of this research showed that there was significant difference between pre test and post test score. Independent sample test showed that sig (2-tailed) $0.00 \leq 0,05$. It means that H_a was accepted and H_o was rejected, there was effect on students' vocabulary achievement after using apples to apples game.

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