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THE USE OF BINGO GAME IN ENGLISH LANGUAGE LEARNING TO BOOST STUDENTS' VOCABULARY AT MTS NWDI RENSING BAT

Abstrak

Tujuan dari penelitian ini adalah untuk menentukan efisiensi pengajaran kosa kata menggunakan Permainan Bingo pada siswa kelas tujuh di MTs. Mukhtarul Amin NWDI Rensing Bat selama tahun ajaran 2023-2024. Penelitian ini menggunakan desain pra-eksperimental termasuk pre-test dan post-test kelompok tunggal, dengan partisipasi 30 siswa. Data diperoleh dari pre-test dan post-test siswa, dengan tes yang digunakan sebagai instrumen. SPSS Versi 22 untuk Windows digunakan untuk menganalisis data. Sebelum mengevaluasi data menggunakan Uji T Sampel Berpasangan, peneliti saat ini menilai normalitas data menggunakan Shapiro Wilk. Uji Levene untuk homogenitas, dan hasil uji menunjukkan bahwa data tersebut normal dan homogen. Uji T Sampel Berpasangan yang diperkirakan menghasilkan nilai signifikansi 0,00. Nilai ini lebih rendah dari 0,05. Ini menandakan bahwa hipotesis alternatif diterima sedangkan hipotesis nol ditolak. Dengan demikian, Permainan Bingo efektif dalam mengajarkan kosa kata di MTs. Mukhtarul Amin NWDI Rensing Bat pada tahun ajaran 2023-2024. Mengingat proses dan hasil penelitian ini, peneliti merekomendasikan agar guru bahasa Inggris menggunakan teknik ini untuk mengajarkan kosa kata.

Kata kunci: Pengajaran Kosa Kata EFL, Permainan Bingo.

Abstract

The purpose of this study was to determine the efficiency of teaching vocabulary using Bingo Game the seventh-grade students at MTs NWDI Rensing Bat during the academic year 2023-2024. The study was pre-experimental design including a single group pre-test and post-test 30 students participated in the study. The data were obtained from the students' pre-tests and post-tests, with tests serving as the instrument. SPSS Version 22 for Windows was used to analyze the data. Before evaluating the data using Paired Samples T-Test, the current researcher assessed the normality of the data using Shapiro Wilk. The Levene Test for the homogeneity, and the outcome of the test showed that the data were normal and homogenous. The estimated Paired Sample T-test yielded a value of significance of 0.00. It was lower than 0.05. This signifies that the alternative hypothesis was accepted whereas the null hypothesis was rejected. Thus, Bingo Game is effective in teaching vocabulary at MTs NWDI Rensing Bat in the academic year 2023-2024. Given the process and outcomes of this study, the researcher recommends that English teachers use this technique to teach vocabulary.

Keywords: Teaching EFL Vocabulary, Bingo Game.

INTRODUCTION

Language is very important in everyday life. Language is a communication system used by humans to convey ideas, thoughts, and communicate with others (Trenholm 2020). Language has elements that can be structurally studied well. The elements of language are

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words, pronunciation, grammar, sentence structure, phonology, and semantics. According to (Wei et al. 2023) In our lives, we have many languages such as regional languages, national languages, and foreign languages. The most commonly used foreign language is English. According to (Miranda and Wahyudin 2023) English is one of the international languages where everyone will greatly need a tutor as a place to learn. In our country, Indonesia, English is considered a foreign language so people do not really consider English to In addition, language is also spoken, written, and transmitted through learning media. be important. However, in neighboring countries like Malaysia, English is the second language after Malay that is used by the Malaysian people. Therefore, to increase knowledge about the English language, the government provides English lessons in schools.

The most important stage of English language learning is vocabulary. According to (Schmitt and Schmitt 2020) English vocabulary is extensive, encompassing not only common words but also frequently updated terms. Learning vocabulary can be done through games to make it less boring for students. Learning vocabulary may seem easy, but many students only remember it until the lesson is over. So, with the introduction of new methods, students will remember it better and may be able to practice it in their daily lives.

Based on the observation results in each school institution, students find it very difficult to understand English lessons because sometimes the teachers fully use English and the teaching methods used are outdated. In fact, there are many highly recommended methods to be implemented to prevent students from getting bored and to help them quickly understand the material being taught. Therefore, in this research, one of the methods chosen is learning through play, which will be implemented at Madrasah Tsanawiyah NWDI Rensing Bat.

The game suitable for enhancing vocabulary memory is bingo. According to Lauricella and Edmunds (2023), Bingo is a game that is highly effective in boosting students' learning spirit, preventing them from getting easily bored, sleepy, or tired. Bingo is very easy to implement, especially for middle school students, particularly those in grade 7, as they still carry their childish nature (Tan, Calabrese Barton, and Nazar 2023). This game has been frequently used by other teachers and seems to be an easy way to improve students' memory of vocabulary taught and provided by the teacher at that time.

In this research, there are several main issues identified those were:

1. Is Bingo Game effective in improving vocabulary mastery of the seventh grade in Mts NWDI Rensing Bat?
2. How is the effectiveness of Bingo Game for learner's vocabulary mastery of the seventh graders at Mts NWDI Rensing Bat?

The aim of this study was to evaluate the effectiveness of using Bingo game in enhancing students' comprehension.

METHOD

This research was a pre-experimental design. The researcher conducted a pre-test first, then treatment, and afterward, researcher conducted a post-test at the end to see how effective the method that the researcher implemented is. Population is a term used to refer to individuals within a specific group, which can include people, animals, or similar entities (Obilor 2023). The population of this study consists of the first-grade students at MTs NWDI Rensing Bat with one class consisting of 30 students. Sample refers to an individual or element drawn from a larger population to be evaluated or analyzed in a study or survey. According to (Pebrianty, Maupa, and Baumassepe n.d.) Sample is used with the intention of providing general population information, assuming that the sample is representative of the population as a whole. The researchers collected data by sampling attendance. Thus, the research sample consists of all class members totaling 30 students.

In collecting data, the researcher used three steps. The first pre-test was given to students before any learning takes place using Bingo Game. The second treatment after conducting the

pre-test, students taught using Bingo Game to improve their vocabulary, and the last post-test was conducted after the pre-test and treatment. It aims to determine the effectiveness of teaching English vocabulary using the Bingo Game as a medium.

Data analysis technique in the research employed descriptive statistics to determine the mean and standard deviation of students' vocabulary improvement scores for the speaking development test (Feng et al. 2023). The researcher calculated the mean score and standard deviation using the SPSS 22 for Windows program.

RESULT AND DISCUSSION

The data in this study were analyzed by the researcher using descriptive statistics. The researcher employed 25 items to gather the data. The researcher determined the top and lowest scores among these 25 items. With an average score of 60.80 and a standard deviation of 16.886, the pre-test results showed that the highest score was 92 out of 30 students, and the lowest score was 24. With an average score of 75.87 and a standard deviation of 12.091, the post-test results showed that the highest score was 96 and the lowest score was 52.

Based on the results of the pre-test and post-test, it is possible to conclude that the mean score and standard deviation of students in the post-test were higher than the mean score in the pretest. This suggests that there was a change in the students' vocabulary mastery after and before using Bingo Game for treatment. The table 1 below showed it.

Table 1 Descriptive Statistics on pre-test and post-test

N	Minimum	Maximum	Mean	Std. Deviation
Pre Test	24	92	60.80	16.886
Post Test	52	96	75.87	12.091
Valid N (listwise)	25			

Source: Primary data (pre-test post-test) was processed in June 2024 by SPSS 22

Hypothesis testing was done to determine whether the alternative hypothesis was accepted or rejected. To determine whether or if "Bingo Game" was effective in increasing students' vocabulary knowledge at MTs NWDI Rensing, the current researcher, employed a pair sample T-test. The matched Sample T-test determines if matched samples have significant changes based on their significance value. This value determines the study's decisions. A significance value of < 0.05 indicates a significant difference between before and after teaching vocabulary using Bingo Game. While a significance value greater than 0.05 suggests that there is no significant difference between before and after teaching vocabulary using Bingo Game.

The study found a significant difference in mean scores between pre-test and post-test (df=29)-10.52, p < 0.000. It signifies that the hypothesis was approved that Bingo Game was significantly effective in vocabulary training. It was shown by table 2

Table 2 Paired Samples Test

Mean	Paired Differences			Df	Sig. (2-tailed)
	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference		
			Lower Upper		

		T							
Pair	Pretest -	-15.067	7.839	1.43	-	-12.140	-10.528	29	.000
1	Posttest			1	17.994				

After gathering and analyzing the data, the current researcher discovered that the mean score and standard deviation of the post-test were higher than the pre-test. It was obvious that students' motivation for vocabulary acquisition improved after treatment with Corpus Web in the learning process. Tentatively, it may be stated that the current researcher's treatment of the seventh grade children of MTs NWDI Rensing Bat was effective.

Based on normality testing, the significance level of any pre-test score was greater than ($p=0.05$). The data was homogenous and normal, according to the results of the homogeneity test, where the significant level value was more than level ($p=0.05$). Meanwhile, the current researcher discovered that the significance level was less than 0.05, indicating that the alternative hypothesis (H_a) was accepted and the null hypothesis (H_o) was obviously rejected. So the conclusion of this research can be concluded that "Bingo Game" was helpful in teaching the learning process to enhance students' vocabulary based on the researcher saw while treating the seventh grade students of MTs NWDI Rensing Bat in academic year 2023-2024.

In this research, compared to other studies, the results are not much different. For instance, in the study titled "The Effectiveness of Using Bingo Games Media to Improve Students' Vocabulary Mastery" written by Mohamad Farhan Syukron and Yon A.E, and the study titled "The Effect of Bingo Media to Improve Students' Vocabulary of the Eighth Grade Students at SMP S AL – Washliyah 27 Medan" written by Indah Eka Destry, Yulia Sari Harahap, both studies used experimental methods but the results were still effective. According to (Wulandari and Mandasari 2024) In fact, learning vocabulary using bingo games is said to be very interesting, making students more enthusiastic about learning and resulting in higher scores.

Furthermore, in another study titled "The Effect of Bingo Game in Teaching Vocabulary" written by Puspa Aprilia Ningtias, Ujang Suparman, Ari Nurweni, it is stated that the purpose of this study was to see students' perceptions and find problems from both teachers and students in using the Bingo Game. The Bingo Game has proven to be effective even when using different research designs (Ningtias, Suparman, and Nurweni 2020). However, although the purpose of the previous study was different from this one, the results were still the same, namely effective. The conclusion from this research and previous studies is that learning vocabulary using Bingo Games is effective for students from elementary to high school levels.

CONCLUSION

That teaching vocabulary with Bingo Game was significantly beneficial in enhancing students' vocabulary ability in the seventh grade of MTs NWDI Rensing Bat on teaching the learning process. Based on the results, the pre-test value was 0.708, and the post-test value was 0.156. Meanwhile, the present researcher discovered that the significance level was 0.000, indicating that the alternative hypothesis (H_a) was accepted and the null hypothesis (H_o) was obviously rejected. Furthermore, the findings of this study indicate that "Bingo Game" was helpful in teaching the learning process to enhance students' vocabulary, as noticed by the researcher while treating MTs. NWDI Rensing Bat seventh-grade pupils in the academic year 2023-2024.

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