

THE EFFECTIVENESS OF USING BINGO GAME TO IMPROVE ENGLISH VOCABULARY TO THE TENTH GRADE STUDENTS OF SMK PN 2 PURWOREJO IN THE ACADEMIC YEAR OF 2022/2023

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Abstract

This study is known as an experimental study. This study's objective is to ascertain whether or not the bingo game improves mastery of vocabulary among first-graders at SMK PN 2 Purworejo in the academic year of 2022/2023. The number of people in the study consists of the first-graders at the participating institutions. SMK PN 2 Purworejo in the 2022–2023 academic year. Out of the 224 people in the population, 64 make up the sample. Following data analysis, it is discovered that the mean score for the experimental group was higher than the mean score for the control group. (79.375>67.5). T-value also results in a result of 6.43. The t-table's degree of freedom at the 0.05 or (5%) significant level is 1.99. It

Keywords: Effectiveness, Bingo Game, Vocabulary mastery.

1 INTRODUCTION

The fact that English is an international language has a tremendous positive impact on the development of science, technology, art, and culture. English is a widely spoken language that is used by people all over the world to communicate with others from different countries. English language in the learning of speaking, reading, writing, and listening skills is important. Games play a significant role in foreign language education programmes because they make it easier for students to acquire foreign languages [8]. Some teachers view the game side as a tool and medium for teaching languages in a fun way. Vocabulary is a part of language that cannot be isolated from learning English.

At all stages of education in Indonesia, pupils acquire vocabulary as part of the language component. If the learner wishes to acquire English skills, they must master this. Without knowing vocabulary, learning and trying to grasp a language is difficult. The core of language in teaching and learning is vocabulary. It is crucial to all four of the language skills. Writing vocabulary refers to the words people use when they write essays, reports, letters, etc. Type vocabulary refers to the words people use to speak that are produced by speakers with spontaneous properties and typically disappear suddenly and are replaced by gestures or facial expressions. Words that people grasp when reading texts are known as and type vocabulary, whereas listening vocabulary [2]. Word combination and contains meaning is analysis linguistics [1].

A bingo game involves randomly matching words, numbers, or pictures. Bingo is a tool that enables students to make links between new words they learn in English and words they already know in their original tongue, so creating meaning networks that exponentially improve their academic vocabulary recognition. Some of them can serve as educational media. In a number of nations, teachers have incorporated bingo games into their lessons. Because it is simple for children to memorize vocabulary properly, bingo is one of the most well-liked methods of teaching English. There must be some sort of solution notion created and examined, whether it is cooperative or non-cooperative play [3]. Virtual worlds and simulations, whether they are digital or manual. Simulations game have the potential to improve teaching because game is activities immersive [7]. Game as a easy to learning process for improve vocabulary [6].

The researcher is considering producing a thesis with the subject Based on this problem, the academic year of "The effectiveness of using a bingo game to improve the vocabulary of SMK PN 2 Purworejo students in the tenth grade in 2022 and 2023" was written.

2 METHODOLOGY

This study is quantitative and employs a method that is experimental. The event was place at SMK PN 2 Purworejo. The study was conducted from May 22 until May 24, 2023. Both the independent and dependent variables make up the variable. "A variable is something that can vary or is different," [5]. Any group of people with one or more traits that researchers find interesting is a population [4]. The population of this study consists of each class of 32 students The 2022–2023 academic year at SMK PN 2 Purworejo in the tenth grade. With regard to population, there are 224 students. Sample is a subset of the research's representative population. In this study, the author takes.

In this study, the researcher evaluated the data collected from the experimental and control groups using both Inferential analysis data are test of normality, homogeneity, hypothesis and descriptive analysis data the are mean, median, mode, variance, range, and standard deviation.

3 FINDING AND DISCUSSION

Two classes served as the sample for this study's investigation, which was conducted. They served X as the class experimental and Y as the class control, respectively. Examiner results from before and after therapy (pretest and posttest) were used to obtain the pertinent data for the study.

The experimental group had the highest score (H) of According to the posttest results The ideal vocabulary mastery score (T) for the experimental and control groups was 2540, with the mean (M) score of 79.375, with the median (Me), mode (Mo), standard deviation (SD), 8.2, variance (V), and lowest score (L) of 56. The posttest control group's student vocabulary mastery score ranged from 80 (highest score) to 52 (lowest score), 68 (median), 68 (mode), 68 (mode), 6.49 (SD), 42.06 (variance), 67.5 (mean), and 153 (total). (T) was 2160.

Additionally, a t-value of 6.43 was calculated using the t-test between the experimental and control classes. The T-table has a degree of freedom (df) of 1.99 for $n_1+n_2-2 = 32+32-2 = 62$ and an alpha level of 5% (0.05). The t-value (6.43>1.9990) is higher than the t-table.

It has the potential to boost students' vocabulary mastery in the 2022–2023 academic year at SMK PN 2 Purworejo.

4 CONCLUSIONS

Based on the research's findings, the researcher may draw the conclusion that employing the bingo game to teach vocabulary to students in the 2022–2023 academic year at SMK PN 2 Purworejo is beneficial. The experimental and control groups' average scores show this. Score the mean on the group class experimental are higher than the score mean on the class control. The score mean for the experiment is a group 79.375. It qualifies was being of a nice nature. While this is indeed true, the control group's mean is 67.5. The t-value result is again 6.43. The searcher then uses a alpha level significance of 5% (0.05) and 1.99 a degree of freedom to verify the t-value on the t-table. It demonstrates the researcher's method for boosting first-graders' vocabulary proficiency is effective.

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