

Designing Spelling Bee Game Through Scrabble For Junior High School

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ABSTRACT

English is the language of media communication and the language of interaction with other people in the world. Students need creative and innovative learning products, especially to help students learn spelling and pronunciation. The purpose of this research is to design learning media as a tool for the teaching and learning process of students using the spelling bee game on spelling skills in speaking English. This study uses the R&D research and Development method with the ADDIE research model (Analysis, Design, Development, Implementation, Evaluation). This research was conducted at SMP DU 5 Jombang. The research subjects were 15 students. In this study, the data was collected using a questionnaire, while the data was collected using a qualitative descriptive technique. The results of this study get a total value of 3.5 for media validation and get a total value of 4.06 for material validation, with the category of "feasible" to be implemented.

Keywords: *Speaking Skill, Spelling Bee Game, R&D (Research & Development).*

INTRODUCTION

English has been becoming an international language. So, all people in Indonesia are required to be able to master English as a foreign language. For this reason, the students in Indonesia were given English lessons from elementary school until senior high school (Agustina & Mutfin, 2021). One of the skills to be master in English is speaking skill. "Speaking is used twice as much as reading and writing in our communication", (widya astuty buton & riki bugis, 2015). Not only learning to speaks, but also students have to see how to pronounce the word correctly.

In order to avoid miscommunication or misunderstanding in the meaning of a word, it is so important to identify and correct common pronunciation errors to make students understand how to pronounce words properly and correctly. The pronunciation, writing of letters and words in English and Indonesian are very different. In English, it is not always the same writing, pronunciation, and spelling. Fluency in pronouncing spoken English is an important aspect to produce accurate meanings of speech so that it can be easily understood by others (Afidah *et al.*, 2022). Saying speech is very influenced and determined by the user, emphasized from the intonation and words in the sentence correctly, (Nurani & Rosyada, 2015). And it is not only the way of pronunciation that must be considered, the way of spelling also plays an important role in the process of learning English. Spelling bee is a technique that can help students know the structure of words and how to pronounce each word accurately and fluently. Spelling bee is an alternative technique that can be applied to students. And spelling bee technique is also a cooperative teaching technique that can be applied in the classroom, (Khasanah & As Sabiq, 2020). Learning is not only done in a school environment but also learning from home so that students can speak English well. The use of media in the learning process can accelerate the fluency of students' speaking so that students can achieve better learning goals. Using the media can help students master speaking skills.

In this research, the researchers conducted a research for Junior High Schools to help the students in learning English in order to the students easy to learn pronunciation, spelling and speaking skill by designing learning media (Hidayat *et al.*, 2021). The purpose of this research is to design instructional media as a tool for the teaching and learning process of students using scrabble on spelling bee in speaking skills Junior High School (Ashlihah *et al.*, 2020). In accordance with this research purpose to know the learning process of students using the spelling bee game on spelling skill in speaking English.

METHOD

This research is Research and Development (R&D) with ADDIE model. The researchers used the ADDIE model in this research. According to (Morrison, 2010) in the journal, (Nadiyah & Faaizah, 2015), The ADDIE model is the framework most widely used by instructional designers as the research design that contain of five main steps, that are Analysis, Design, Development, Implementation, and Evaluation.

The needs analysis was conducted by interviewing the 7th grade English teacher and giving a questionnaire to the students to find out the students' needed in the process of learning speaking, spelling and pronunciation. In design process, the researchers made the concept of a spelling bee game media using a powerpoint hyperlink. The design stage is done by determining the material needed in the learning media that is made. The material used in this learning media is in accordance with the 2013 curriculum syllabus for 7th grade Junior High School. The researcher making this product specifically for the 7th grade English lesson in the second semester at SMP DU 5 Jombang. This validation has two validation steps, namely media validation and material validation. Media validation is carried out by media experts with the aim of getting the feasibility value of someone who is an expert in the field of technology. The researchers implemented media to students and the researchers gave instructions on how to use media and response questionnaires to get student responses and the feasibility of spelling bee game media. To obtain a score from product data that has been tested on students, the researchers used a Likert scale.

RESULT AND DISCUSSION

Result

This research was conducted at 7th grade students of SMP DU 5 Jombang. This research used questionnaires and interviews to obtain several data. From the questionnaires that had been conducted, the researchers got 15 respondents. In calculating the results, the researchers used a Likert scale.

The validation of the product research was carried out by two experts, they were material and media experts. The results of media validation, the researchers got a score of 3,5. It was means that the media validation for this product was good. While The result of material validation, the researchers got a score of 4,06. It was means that the material validation for this product was quite "Good". Suggestions from material expert and media expert are to change the instructions, learning objectives, and scoring for the wrong points. The results of the average value of the number of students are 4,42. That results will be recalculated to find the average divided by the number of questionnaires.

Table 1. Result of media validation

No.	Media Validation Aspect	Number Question	Score
1.	Design	1-4	17
2.	Feature/Visual	5-8	15
3.	Format	9-12	15
Total Score			42

$$xi = \frac{\sum x}{N} = \frac{42}{12} = 3,5$$

Table 2. Result of material validation

No.	Material Validation Aspect	Number Question	Score
1.	Learning	1-5	18
2.	Layout	6-9	15
3.	Material	10-13	18
4.	Content	14-16	14
Total Score			65

$$xi = \frac{\sum x}{N} = \frac{65}{16} = 4,06$$

Table 3. Result for Students Responses

No.	Result Responses Aspect	Number Question	Score
1.	General	1-3	198
2.	Content	4-8	329
3.	Design	9-10	136
Total Score			663

$$Average\ score = \frac{Total\ Score}{Number\ of\ participants} = \frac{44,2}{10} = 4,42$$

Based on the results of the answers given from the questionnaires that have been distributed. It can be concluded that the students of SMP DU 5 in 7th grade was need a creative and innovative learning as a tool for the English learning process, especially in this pandemic era. Media spelling Bee games can make it easier for teachers and students to convey and receive material well in class.

Discussion

In this modern era, the teacher was recommended to make the learning activities to be active and creative. Through this product research, the teacher will be able to make active, creative, and fun teaching and learning activities. To help students speaking skills, it must be necessary to practice. Through this product research, the students will be able to easily in receiving material delivered by the teacher especially, for speaking skills. While for the other the researchers can be used the results of this research as a comparative study and add the other aspects to make it more interesting and not monotonous. The product designed by this researcher is feasible to use, this is evidenced by the data obtained by the researcher and the material used, namely English material in the 2013 curriculum syllabus for 7th grade Junior High School. The researcher took the chapter from the book used, namely *I'm deep of Indonesia* and that's *what friends are supposed to do* like the material for the learning media. In this media, there are materials, games, profiles, sample questions, and instructions on how to use the spelling bee game learning media.

The researchers showed the layout drawing after it was revised. The layout drawing of Spelling Bee Game was as follows:



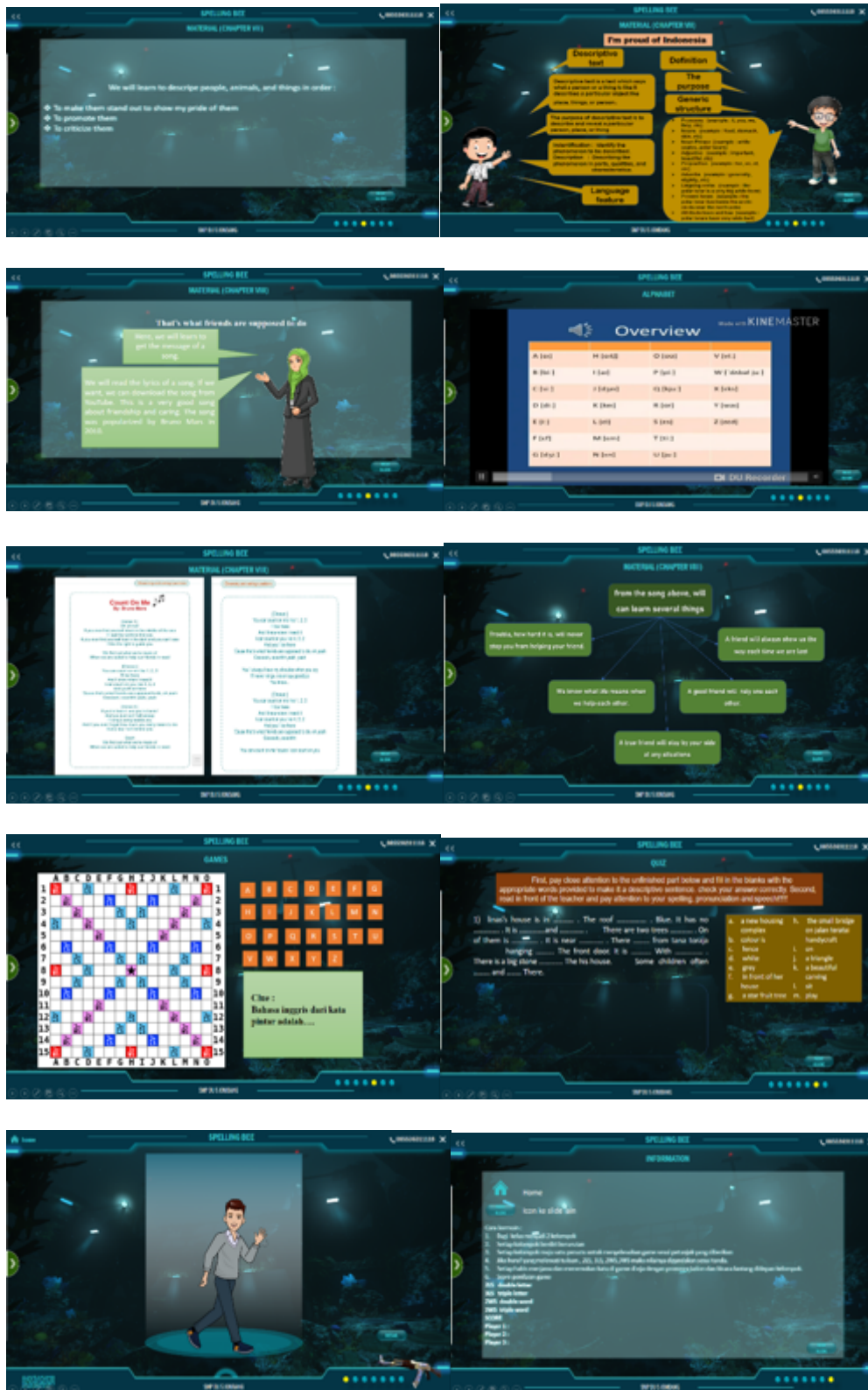


Figure 1. Final Product

CONCLUSION

Based on the results of research and discussion, conclusions can be drawn, including the purpose of this research is to help teachers and students in making interesting learning especially English material in speaking skills. This product research has a feasibility level, namely getting a total value of 3.5 for media validation and getting a total value of 4.06 for material validation.

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