



## Prosiding

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### Increasing Student's Vocabulary through The Scattergories Game Method for Seventh-Grade Student's at MTs Islamiyah Unggulan Balen

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**Abstract**— Vocabulary is an important part of learning a language. In learning English, students sometimes often have difficulty in remembering and memorizing vocabulary well. This is because the learning method which is less effective and interactive. This research aims to find out how the effect of the application of the Scattergories game in improving students' vocabulary and students' vocabulary and affect students' learning outcomes after the Scattergories game is applied. Scattergories game is applied. This research uses the method of classroom action research method involving students of class VII-D MTS Islamiyah Unggulan Balen. Data collection was done by mixed methods such as observation, interview, test and questionnaire. The findings of this study can help students improve their vocabulary skills through effective through Scattergories game effectively and fun This game method is very interactive so that students can remember and know new vocabulary.

**Keywords**— Vocabulary, Scattergories Game, Learning

**Abstrak**— Kosakata merupakan bagian penting dalam mempelajari suatu Bahasa. Dalam pembelajaran Bahasa Inggris Siswa terkadang sering mengalami kesulitan dalam mengingat dan menghafal kosakata dengan baik. Hal tersebut di karenakan metode pembelajaran yang kurang efektif dan interaktif. Penelitian ini bertujuan untuk mengetahui bagaimana pengaruh penerapan permainan scattergories dalam meningkatkan kosakata siswa serta mempengaruhi hasil belajar siswa setelah permainan scattergories diterapkan. Penelitian ini menggunakan metode penelitian tindak kelas yang melibatkan siswa kelas VII-D MTS Islamiyah Unggulan balen. pengumpulan data dilakukan dengan metode campuran seperti observasi, wawancara, tes dan kuesioner. Temuan dari penelitian ini dapat membantu siswa meningkatkan kemampuan kosakata melalui permainan scattergories dengan efektif dan menyenangkan. Metode permainan ini sangat interaktif sehingga Siswa dapat mengingat dan mengetahui kosakata baru.

**Kata Kunci**— Kosakata, Permainan Scattergories, Pembelajaran

## INTRODUCTION

Vocabulary is a fundamental aspect of language learning that affects students' ability to communicate effectively especially in English. Vocabulary learning must involve students, not just students listening and a teacher delivering the material (Tirtanawati, 2021). A strong vocabulary can encourage students to improve their reading, writing, listening and speaking skills. (Tirtanawati & Putri, 2021) explain that the vocabulary presented in some sentences has different meanings so that some students cannot understand the meaning of the passage. However, many students at the junior high school level often face difficulties in mastering new vocabulary due to monotonous learning methods, lack of student motivation. To overcome this problem, innovative and interactive teaching strategies are needed. One such strategy is the use of educational games, which can make the learning process more interesting and fun. English is a foreign language that can be learned from various sources including from movies, books, Songs, videos, and games (Prastiwi & , Meiga, 2021). Rahmawati et al., (2023) explain that the application of interactive and interesting methods and media in learning English is important, because English is a foreign language that has never been used by students in their daily lives.

This study focuses on the use of the Scattergories game method as an alternative approach to improve vocabulary acquisition among seventh grade students at MTs Islamiyah Unggulan Balen. Scattergories is an educational game that hones students' ability to expand vocabulary by involving the identification of words from various categories beginning with certain letters to help a teacher teach vocabulary (Hutabarat et al., 2023). By using the educational game method, this study aims to determine its effectiveness in improving students' vocabulary in a fun and interesting way.

## METHODS

This research used a class action research method. Classroom action research leads to research-focused learning activities and interrelated research results. (Meesuk et al., 2020). This research focuses on analyzing the teaching and learning process activities in the classroom. Data collection techniques in this study were interviews, questionnaires, pre and post tests, and observation checklists. Interviews were conducted with English teachers to find information related to the learning process and methods that have been applied. After that, researchers conducted questionnaires, pre and post tests and observation checklists to find out the extent of students' abilities in vocabulary mastery.

## RESULT AND DISCUSSION

This activity was carried out to help students increase vocabulary and improve student learning outcomes through scattergories games. Based on the results of interviews with teachers and distributing pre questionnaires to students, it can be known that before the application of the scattergories game some students tend to

find it difficult to understand new vocabulary, lack of motivation to learn, monotonous learning methods and limited mastery of student vocabulary. So it is necessary to have innovative and fun learning methods. Therefore, the scattergories game was applied to class VII-D with 30 students. This game involves all students by forming a group and playing by starting a letter and mentioning words about verbs and adjectives. Based on the results of the post questioner and observation checklist, after the implementation of the game, it can be seen that the participants are more motivated and feel helped due to the interactive and fun game method, and students can also find new vocabulary that they did not know before. After the application of the pre test before the application of the game and the post test after the application of the game, the percentage results can be found as follows

**Tabel 1.** Test Result

<b>Student</b>	<b>Pre Test</b>	<b>Post test</b>
31	75 %	90 %

Based on the results of the data above, it shows that students' vocabulary mastery and student learning outcomes are increasing. It is shown in the data that in the pretest an average of 75% of students who have good vocabulary skills results. Then after the application of the scattergories game, the results of the post test of students' abilities increased to 90%. So it can be seen that the ability of students increased by 15% after the application of the scattergories game.

Based on the above results, we can see that scattergories game can be used as an effective and interactive learning media. Students can be helped to overcome difficulties in remembering vocabulary. In addition, students can add new vocabulary so that it can enrich their vocabulary. The use of effective learning media can help students to achieve optimal learning outcomes so that they can be motivated and increase their enthusiasm in learning.

## CONCLUSION

Through this scattergories game, seventh grade-D students can improve vocabulary skills. the application of game-based learning media is an effective solution. because with monotonous and traditional learning methods, students become bored and lack enthusiasm. after the application of the scattergories game, students can recognize new vocabulary that they did not know before. students are also more motivated and excited about learning. This game is also effectively applied and used as a learning medium because the game method is easy and fun.

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