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# The Implementation Of Crossword Puzzle Game As Teaching Material To Develop Students' Vocabulary In Grade X Of Ma. Mambaul Ulum Bata-Bata

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**ABSTRACT:** Teaching English language cannot be separated from a good lesson plans that contain in syllabus and curriculum. Based on national curriculum, the aims of English in our country is "students can master four skills (reading, writing listening, vocabulary)". Some of the interesting method in teaching is game. To create interesting learning, teacher must have innovative technique, for exampel with crossword puzzle model on vocabulary material in grade X of MA Mambaul Ulum Bata-Bata . The first, teacher appreciates and provides motivation either by telling about the greatness of someone who is successful.

The design of this research is classroom action research, since the research deals with crossword puzzle game to develop students' vocabulary. The researcher uses classroom action research that used two cycles. The main characteristic of action research was the spiral activity consisting of planning, acting/implementing, observing, and reflecting. The result of the observation sheet showed that at the first meeting in cycle 1, most of the students still did not know what to do, and began the conversation well. It was still 36% students were active. At the second meeting of cycle 1, the involvement of the students was increasing to 55%.

The result of the observation sheet in the cycle 2 showed that at the first meeting, most of the students began practiced actively and began study well, they looked very enthusiastic with this. It was 64% students were active. At the second meeting, the involvement of the students was increasing to 70%.

**Keywords:** Crossword puzzle, Teaching Material, Develop Students' Vocabulary

## INTRODUCTION

English is used as an international language that it's functions as a medium of communication throughout the world. According to Education Firs sources, proficiency and mastery of English is a necessity. Moreover, English proficiency is one of the main requirements in the world of work English is a universal language. This means that English is the most commonly used language in all parts of the world. So why just because of the fact that English is a universal language I am required to learn this language? To be honest, there are two reasons that come to the author's mind. Wow, what's that? Do you want to know, so that you have the enthusiasm to learn English.

Relax, here are two strong reasons why we should learn English. First, learning English gives you the opportunity to meet and make friends with people from all over the world. To be honest, it's fun to be friends with people from all over the world, you're guaranteed to look really cool. That's why, it's important that you can speak a mutually known language namely English.

To have a good English skill people have to have a vocabulary, more vocabulary easier to communicate in English. In line with Fauziati said in his book (2005:155) vocabulary is becoming a core material in any language and becoming critical importance to special language learners. As an importance material in teaching vocabulary is growing so fast. Vocabulary is an important thing in language learning beside of other language components like phonology, grammar, etc. in teaching vocabulary needs a good technic an a good methods in order students can understand easily and fast.

Teaching activity needs an interesting moment, when students study anything else in the class, student can be confused and bored about the subject or teaching material. So, in this case teachers are needed to have many designs of teaching many methods of teaching, some of the interesting method in teaching is using crossword puzzle as teaching materials.

The Crossword puzzle game is chosen by the writer, because it is a very easy way in teaching vocabulary for MA(Fleser, 2020; Xuereb & Prot-Labarthe, 2023). students. From this statements, the writer select this topic because the writer is convincing that using crossword puzzle game in teaching vocabulary process will  be a good variation  of  teaching activity  that can help  students understand   and memorize the English word of vocabulary very easily.

In the process of teaching and learning English in Senior high School, developing vocabulary is very important role for upgrading students' skill. It is in line with the Langan's statement (1992:422) that vocabulary was common to people in enjoying successful teaching in the class more than any other factor. Besides that, it is hoped that they will have more vocabulary (because it is easier for them to catch new vocabulary) and will help them in studying English in the next level of schools or the campus. Hoping they can use the English language to communicate with other people from different countries next.

Interesting teaching is a teaching concept for most teachers with the aim of increasing understanding and delivery of material. Especially English subjects require more teacher creativity and methods to create creative learning methods. One of the fun lessons is to use the make a match method to improve students' vocabulary skills.

Sokmen puts several principles of vocabulary learning explicitly. These principles include enriching vocabulary, unifying new vocabulary with vocabulary already mastered, providing new vocabulary, increasing understanding, helping to understand meaning, using various techniques, and encouraging the use of independent learning strategies (Decarrico, 2001:286).  Implicitly learning vocabulary is learning that is not designed for vocabulary. For example, when students read texts or use language for communication, they automatically learn vocabulary too.

Without knowing grammar, we can say very little. However, without knowing vocabulary, there's nothing we can say. Even though we have good grammar skills, these skills will be in vain if we don't have enough mastery of vocabulary. Good teaching technique makes students understand

and master the lesson like the other lessons which need a suitable technique and methods, so teaching English need a suitable methods in order to be accepted by students. In reality teaching vocabulary is monotonous; the students just memorize the changes of verbs, the word related to nouns, adjectives and adverbs. There are many methods of English teaching that can be chosen when teaching vocabulary in the class. Some teachers use kinds of games such as: card game, running dictation, , puzzle, cards, pictures and etc.

Teaching English language can not be separated from a good lesson plans that contain in syllabus and curriculum. Based on national curriculum, the aims of English in our country is "students can master four skills (listening, vocabulary, reading and writing)". In many fields of life most students cannot convey their ideas and opinion well since they are not accustomed to speak, feeling shy, hesitation and fear to make a mistake. Commonly, it is caused by the limited vocabulary because memorizing vocabulary is a boring activity for some students

Remembering to the writer's observation when he had implemented a pre study the eight class of MA. Mambaul Ulum Bata-Bata, the writer found that many students of eight class in MA. Mambaul Ulum Bata-Bata had many difficulties in understanding English vocabulary in accordance with difference written spoken word . It was proved by the result of students' pre test in preliminary test. The mean score of the students English score was forty five.

Meanwhile, the criteria of minimum mastery was sixty point zero. This score is indicating that student achievement in mastering vocabulary was very low. On the other hand, it was supported by the result of the interviewing with the teacher who teaches in preliminary that student's difficulty comes from the weaknesses of students' vocabulary. Besides that, the students have difficulties in differentiating the classes of word such as parts of speech: verb, adverb, noun, adjective. Furthermore, the students tend to be bored in participation in English class.

Some Cases that studying vocabulary is a bit difficulty for example making a related sentences for students to convey easily because there is a certain context that becomes focus. This is related to the technique regarding Mind Map technique. A Mind Map is a powerful chart technique that provides a public key for unlock the potential of the human brain. This potential will utilize the full range of expertise cortical (nervous system in the brain) influencing behavior) regarding words, pictures, numbers, logic, rhythm, color, awareness spatially in a unique way. With do it, then, one will be free to express what he thinks extensively. Mind Map can be applied in every aspect of life increased learning and clarity think it will add to the ability. The author applies this technique because of the arranged vocabulary in the Daily English Vocabulary book in each part does not refer to one topic. To master it, students will difficulty in practicing due to having to random sentences.

Those problems of vocabulary must be solved, because it can cause some difficulties for the students to study in the next level or grade. Also the students day have low motivation in learning English because they feel English is difficult. Furthermore, the students will have bored in English class.

One of the teaching strategies that can make the students motivated to learn English is using the suitable strategy such as games. Actually, students do not have to memorize exactly the vocabulary

because in fact they repeat the vocabulary when they fill out the Crossword puzzle game. Actually, words which are used by the students are common word that they use every day which consist of: noun, verb, adjective and adverb. The teacher only has to improve students' vocabulary by a suitable strategy such as Crossword puzzle.

The game of Crossword puzzle might help students to master their vocabulary, it is used as a personal activity for every student that has medium skill to improve their vocabulary, it is also easy to create, easy to bring and also can be the instrument to play game. This learning strategy is expected make the students more active in English class, motivated and enjoy in learning English.

Another problem is the students have low motivation and are not interested in doing the task since the teaching and learning activities are not interesting. Usually, the students are asked to write and memorize without being given some clues so that it is difficult for them to express their ideas on a piece of paper. The students have difficulty at telling their experience. This is because writing is difficult for them since they have not enough vocabulary.

Based on these descriptions above, this paper is important to do because students of grade X MA. Mambaul Ulum Bata-Bata is still weak in mastering vocabulary. So it is indicating not skilled in language. The use of crossword puzzles game is expected to minimize student's difficulties in mastering vocabulary to achieve learning target(Kubala, 2023). Besides that, this game technique has never been used in vocabulary learning, especially in public senior high schools of Mambaul Ulum Bata-Bata. Based on this explanation, the purpose of this study is to describe and analyze the increase in vocabulary mastery through crossword puzzle game techniques in class X MA. Mambaul Ulum Bata-bata. The writer has motivation to do the paper in developing students' vocabulary using crossword puzzle game as material in real class by. It is hoped that the material can develop the students' vocabulary.

## METHOD

The design of this research is class room action research, since the research deals with crossword puzzle game to develop students' vocabulary. The researcher uses classroom action research that used two cycles. The main characteristic of action research was the spiral activity consisting of planning, acting/implementing, observing, and reflecting.

The instruments research used in this research are; observation sheet, field notes, test, documentation and questionnaires.

Observation sheets are used to collect the data of the students' activities during the teaching and learning process. This study provides observation sheets in the form of check lists. It is used to collect the data about the students' performances during the implementation of teaching vocabulary by using crossword puzzle in the class. The students' performances are categorized into very good, good, fair, and poor.

Field notes are used to record when the researcher hear, saw, experienced, thought in the class, it contains the weaknesses and the strength of the teaching and learning process by using crossword

puzzle in the class and also it is used to covers how the interaction among the students and the researcher and the atmosphere of the class during the teaching process in the class and everything happen unpredictably.  analysis and findings from preliminary study.

The strategy applied in this research is crossword puzzle game technique, the steps as follow: The teacher explained the students about verb and adverb. He asked the students to mention verb and adverb in the text, and the teacher wrote it on the board. After that he asked the students to memorize the vocabulary that was written on the board. In this process teacher made them a group of four and gives them a set of crossword puzzle and asked them to fill in it correctly relating with their memorizing. A student with more true answer is the winner. To know the vocabulary improvement the teacher gave the students homework as feedback.

## RESULT AND DISCUSSION

In Oxford English Dictionary, vocabularies are the words used in certain languages. The synonym is lexicon. Besides vocabulary also means the words used on a particular context or within a domain certain. See definition from Oxford English Dictionary (OED), vocabulary does not only contain words only, but also pay attention its use in English dictionaries. Based on this explanation, it can be concluded that vocabulary is all the words having special meaning contained in a language, as well as words which is controlled by a group of people and becomes a benchmark in determining height lack of insight possessed by that person. The vocabulary mastered by students is seen based on their mastery of synonyms, antonyms, and term meaning.

According to Tarigan (2011:78-79) states that synonyms are words that contain the same central meaning, but differ in word value, antonyms are other names for other objects, and the meaning of the term according to Manaf (2008:73) is the meaning that applies in specific field, which usually contains an accurate definition. For example, as the term in In the field of medicine, ears and ears have different meanings. Ears mean outer auditory sense element, otherwise the ear is the inner auditory sense.

The basis for this paper is to increase students' vocabulary mastery is still weak, it can be seen in the value obtained by students who are still under the criteria of Minimum Completeness. It shows there are still obstacles that can interfere with achieving maximum learning outcomes as well result in students not being skilled in language. Constraints that arise in the process learning caused by the lack of precise learning techniques used by teachers and techniques used are still not varied. This condition makes students not skilled in language and unable to use words according to the context, thus leading to mastery of vocabulary, especially mastery of synonyms, antonyms, and the meaning of the term is still weak and not optimal.

From the explanation above it can be seen that there are more and morethe vocabulary someone has, the better the skill will be the person's language which of course must be balanced with grammar knowledge good language, phonetics and spelling. Thus the mastery of vocabulary is one of the important things in learning a language as said Ulrich (2007:3

There are lots of media and tools that can help us to learn English more easily. One of them is playing games. By playing game, our brain will memorize a word faster without us realizing it, especially if the game is interesting and fun. At Wall Street English, we always try to incorporate these fun elements into every learning process so that the material presented will be more easily absorbed. For those of you who like to play games and want to learn English more deeply, you can try the following games to add to your English vocabulary.

### Crossword puzzle game

The way of delivering the subject matter is quite a lot so that students can absorb and remember it well. One of them is the use of learning aids (media) so that if the delivery of subject matter makes more use of the sense of sight, the highest results will be obtained and if the use of the senses of sight and hearing is combined, the results will be even more optimal.

Crossword puzzle is a game where the way to play is quite easy, namely by filling in the empty spaces in the form of boxes with letters so that they form a word according to the instructions.

The activity of completing crossword puzzles is very useful for remembering popular vocabulary, but it is also useful for general knowledge in a relaxed way. This game is done to hone the brain to concentrate more on remembering(Agarwal et al., 2020; Chen et al., 2022; Gilani et al., 2020). The crossword puzzle consists of a set of transparent boxes that have two paths, namely vertical and horizontal which will later be filled in according to the questions that have been provided. As Franklin 2003 states that this methods of crossword puzzle are a desirable learning method, as they can make studying more enjoyable.

*The steps for answering the crossword puzzle are as follows:*

The first step is to explain some important terms or names related to the subject that the teacher has taught. Second, construct a simple crossword puzzle, including as many elements of the lesson as possible. After that, arrange the guiding words for filling in the educator's crossword then distribute the crossword to students both individually and in groups and set a time limit. Give reward to the individual or team with the most correct answers.

*To answer the crossword puzzle, the strategies needed are:*

First write down the keywords, terminology or names related to the material that the author has provided. Make a grid that can be filled with selected words (as in a crossword puzzle) and then black out the parts that are not needed. Third, make questions whose answers are the words that have been made or you can also only make questions that lead to these words. Then distribute this crossword puzzle to students. Can be individual or group and give prizes to groups or individuals who do the fastest and correctly.

*How to make vocabulary teaching and learning effective* (Baharuddin et al., 2022; Jones & Durrant, 2022; Parsons & Branagan, 2021; Wei, 2021)

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Moreover, personalizing in vocabulary practice has proved to be beneficial for remembering along with spacing, which means that presentation of new vocabulary is divided into more widely separated sequences followed by repeated revision later on with gradually extending periods between them. E.g. the end of the lesson, next lesson, next week and so on. (Thornbury 2004: 24)

Motivating is another helpful element in making joyful learning, which is closely touched student's attention. "A very high attention degree seems to correlate with recall memory." (Thornbury, 2002: 25) says that the value of words in mind should be considered very well and connected to this phenomenon as emotional. I must agree with him on this thought, as his conclusions correspond with my own experiences.

Through this crossword puzzles game during teaching activity, students can bring out enthusiasm for learning and self-confidence in each selves. Through the application of this game, students learn to further explore the potential that exists in themselves. In addition, students also learn to appreciate the strengths and weaknesses of each other.

### Techniques in vocabulary teaching

To create interesting learning, teacher must have innovative technique, for exampel with crossword puzzle model on vocabulary material in grade VIII of MA. along with the learning steps, first, the teacher does apperception and provides motivation either by telling about the greatness of someone who is successful, or in the form of a fun brainstorming game, then the teacher Prepare some vocabulary concepts/topics on one side of the question and one side of the answer. Then each student gets one card and thinks about the answer or question from the card he is holding.

After that, students look for a partner who has a card that matches the card (question card/answer card). Students who can match their cards before the time limit are given points. Next, the round is matched again so that each student gets a different card than before. The final step is to reflect together to measure the level of understanding of the vocabulary material.

There are advantages to the make a crossword puzzle learning model as the author examines. Among other things, it can increase student learning activities, both cognitively and physically, because there is an element of play, this method is fun, increases students' understanding of the material being studied, and can increase student learning motivation, is effective as a means of training students' courage to make presentations, and is effective to train students to respect the discipline of time to study.

What needs to be considered in this learning model is that at the beginning of applying the method, many students will be embarrassed to pair up with the opposite sex, and if the teacher does not direct students properly, there will be many students who pay less attention during partner presentations, so the teacher's creativity is needed to overcome this.

According to Santoso, 2005 argues that "Games are a form activities the participants involved in it or the players act accordingly with the rules that have been applied to achieve one goal. I agree with Latuberu, (2008:75) said that "games (games) is any context between the players that one interacts with follow certain rules to achieve certain goals as well.

The game is something can not be separated from the word fun and joy. The game is flexible because it can be done anywhere, by anyone, and without any age or time limit. In a game, usually there are things that are fought for or want to be achieved so that players can be said as the winner. Usually in games, victory is measured by whom owner and collector of the most points.

In learning by various drilling activities is implementing in Crossword puzzle game. The writer has experience in teaching, that songs and chants are very suitable for drilling vocabularies in teaching activity, providing synonym, antonyim, colored pictures is an element of fun and joyful. As Thornbury (2002) suggests, introducing the written vocabulary by gueesing the right word.

There are some step we did in this research; First, identifying the syllabus and constructing the lesson plans. It is an important step to identify the syllabus of English lesson since the government has employed a new approach in teaching English. For example the basic competence of teaching vocabulary is to help the students how to develop students' vocabulary in the enrichment of vocabulary. In designing lesson plans, the researcher considered the following items: a) standard competence, b) basic competences, c) instructional objectives, d) assessment(Fahlevi et al., 2022; He & Luo, 2023; Shah, 2020).

Second, preparing the instructional material, In order to keep the learning and teaching process of teaching vocabulary in the class, the researcher constructs the learning materials related to the vocabulary for the eight class students of  Grade X MA. Mambaul Ulum Bata-Bata Palengaan Pamekasan, teaching vocabulary to students by using crossword puzzle game.

Third , preparing the instructional media to help the students more easily achieving the goal of teaching vocabulary, the researcher crossword puzzle game, and its procedure and its steps as well.

Forth, implementation of the research plan focuses on the teaching and learning process activities in the class room. The researcher and the English teacher ( as the collaborator ) taught vocabulary

through crossword puzzle game , in brief, the planned activities to conduct teaching vocabulary through crossword puzzle game in the class room are as follow :Pre activity, Main activity and Closing activity.

## CONCLUSION

After conducting class action research (CAR) at the eight class of MA. Mambaul Ulum Bata-Bata can be concluded that implementing crossword puzzle game as teaching technique can develop mastery of students' vocabulary and can help them to remember their vocabulary easily.

The step of implementing teaching activity in the class is the first step is to explain some important terms or names related to the subject that the teacher has taught. Second, construct a simple crossword puzzle, including as many elements of the lesson as possible. Then to answer the crossword puzzle, the strategies needed are write down the keywords, terminology or names related to the material that the author has provided. Make a grid that can be filled with selected words (as in a crossword puzzle) and then black out the parts that are not needed.

The result of the observation sheet showed that at the first meeting in cycle 1, most of the students still did not know what to do, and began the conversation well. It was still 36% students were active. At the second meeting of cycle 1, the involvement of the students was increasing to 55%.

The result of the observation sheet in the cycle 2 showed that at the first meeting, most of the students began practiced actively and began study well, they looked very enthusiastic with this. It was 64% students were active. At the second meeting, the involvement of the students was increasing to 70%. The students practiced actively in pair, and asked about their friends' daily routine using crossword puzzle game well. By this score it means that there was thirty three percent of average score improvement.

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