BOOST SPEAKING SKILL THROUGH WORD MATCHING GAME in SDN PREKBUN PADEMAWU

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A R T I C L E   I N F O

A B S T R A K

Pembelajaran dengan menggunakan permainan merupakan strategi guru untuk meningkatkan proses pengajaran dengan tujuan agar siswa tidak bosan dan tertarik. Menurut Pinder (2008) dalam tulisan Isman (2010:9) bahwa permainan sangat penting untuk meningkatkan motivasi dalam belajar. Semangat belajar juga dapat meningkatkan konsentrasi siswa dalam menyerap ilmu pengetahuan. Dan banyak metode untuk mengembangkan proses belajar dan pembelajaran. Namun yang terpenting adalah pembelajaran menggunakan permainan pada pembelajaran bahasa inggris kelas dua untuk menambah kosa kata dan mereka dapat aktif dalam belajar bahasa inggris. Anak SD berada pada tingkat usia senang bermain, senang bergerak, senang bekerja dalam kelompok, oleh karena itu strategi ini cukup membantu siswa dalam belajar. SDN PREKBUN merupakan satu-satunya sekolah negeri yang terletak di Desa Prekbun sebagai lokasi penelitian. Berdasarkan hasil penerapan permainan WORD MATCHING dalam pembelajaran bahasa Inggris, siswa tertarik dan senang ketika belajar. Dengan permainan ini siswa dapat belajar sambil bermain. Permainan teka-teki silang ini bertujuan untuk meningkatkan suatu pembelajaran sekaligus meningkatkan keaktifan siswa di dalam kelas.
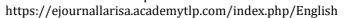
A B S T R A C T

Learning using games is a teacher's strategy to improve the teaching process with the aim of making students not bored and interested. According to Pinder (2008) in the writings of Isman (2010:9) that games are very important for increasing motivation in learning. Passion for learning can also increase students' concentration in absorbing knowledge. And there are many methods to develop the learning and learning process. However, the most important thing is learning to use games in second grade English learning to increase vocabulary and they can be active in learning English. Elementary school children are at the age level who like to play, like to move, like to work in groups, therefore this strategy is quite helpful for students in learning. SDN PREKBUN is the only public school located in Prekbun Village as a research location. Based on the results of implementing the WORD MATCHING game in learning English, students are interested and happy when learning. With this game students can learn while playing. This crossword game aims to improve learning while increasing student activity in the classroom.
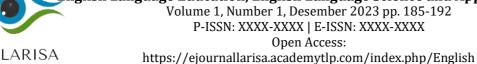
INTRODUCTION

English is one of the languages use as a language of commonication internationally. In this era of globalization, like it or not, children should learn use that language. The use of foreign language,especially English, will better if introduced early. Elementary school age children are one of the assets of the nation and state will later become state administrators therfore introduce English for elementary school age children is very important increase their competitivenes in continuing at a later stage. In learning English for young children we have to teach them and know the basics of English, we as educators teach them basic things, numbers, fruits, animals and simple conversations such as (good morning, how are you and others) (Nasution, 2016). Not only undertood and understood but english too must mater. Know and learn english can be done by starting learn to pronounce letters, vocabularry and read and use sentence in english properly and correctly
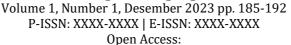
Teaching and learning activities are where teachers and students interact with each other that are influencing and being influenced. The effectiveness of a learning depends on the behavior of teachers and students. Teacher behavior in teaching, among other things, explaining material clearly, using a variety of learning methods. accordigt suyono dan hariyanto (2014) Learning is a process of behavioral or personal change and changes in a person's cognitive structure through practice resulting from environmental interactions and learning resources around them(Setiawan, 2017) . Therefore it is very easy for students to understand a material explained by the teacher. Learning according to suyono , hariyanto (2014) that learning is synonymous with teaching, an activity where teachers guide children towards the process of self-maturation. Learning should not be separated from learning, because where there is learning there is a teaching process(Setiawan, 2017). In the process of teaching and learning teachers must realize and create situations that allow students to be active and creative. in an effort to overcome problems during the teaching and learning process, it is not far from laziness of students so a teacher must provide new things such as games, so that students do not get bored in participating in learning. By focusing on crossword games in English language learning, this is supported by the idea that learning involving game elements tends to be more effective, reduces learning pressure, and helps in understanding vocabulary.(Rosianna)

Using games is a teacher's strategy to improve the teaching process with the aim that students are not bored and interested. According to Pinder (2008) that the use of geme in the learning process is very important to motivate and have interest in following the lesson, with high student enthusiasm, understanding of the material is more easily accepted(Nur'Aini, 2018). And many methods to develop the learning and learning process. But the most important thing is learning to use games in second grade English learning to increase vocabulary and they can be active in learning English. Elementary school children are at the age level of happy playing, happy to move, happy to work in groups, therefore this strategy is quite helpful for students in learning

The word matching learning model is learning that uses the same two words. In learning English word matching here, there are several words in Indonesian and there are several English words that are intermittent. With this, students can choose the word that fits.

The learning objectives of using games at grade two (2) at SDN PREKBUN are in learning English by using word matching games to increase students' enthusiasm in learning English. By learning to use games it is quite easy for students to understand vocabulary and improve reading and pronunciation in English. It can also improve the learning system. With this SDN PREKBUN as a place for researchers to find out about learning English there. However, there are several reasons, including that it is quite far from residential areas and low learning English, and a lack of facilities

such as a library and coincidentally there is a place for KM implementation, therefore the researcher wants to find out the learning and learning of second grade students by using games as a language learning tool. English to improve students' speaking

The purpose of this study was to determine the development of learning English by using the game method. And can find students' problems in learning English and also find out the effectiveness of word matching games on students' reading skills and vocabulary improvement.

Therefore, the researcher will discuss the effectiveness of the WORD MATCHING GAME in English lessons in improving students' speaking, whether the use of crossword games helps students in improving their speaking also helps students in learning. because lately students have experienced boredom so that students' lack of interest in learning English, therefore the researcher will discuss the use of word cross games in English class 2 in SDN PREKBUN

The purpose of this study is to explain word matching games in learning English. So that it aims to improve the learning program at SDN PREKBUN.This research is useful for elementary students because learning using this game is very important in learning english and also students can be active in guessing the words intructed by the teacher. Game based learning here helps students learn while playing so students can leran accidental season gains.Learning using games here is also very helpful for English teachers as strategy for learning English. This word crossword game help improve students' speaking and activity. The result of this study are also a source of reference for a researcher. And can also use this method in learning English learning.

METHOD
Research design

This research used qualitative research methods . This method is a research procedure that produces descriptive data in the form of written or spoken words and the behavior studied. This research is to obtain facts related to the activity of a person's attitude. (Zuchri.2021)Method study qulitative is method research used For researching the natural conditions of objects. Where Researcher is tool key , technique data collection is carried out triangulation , data analysis in nature inductive. So this method is very suitable for expressing the atmosphere that we will examine to describe the coductivity of learning English using the crossword game method. So that we can find out how to increase students' speaking in using this game method. And the learning atmosphere is also the condition of the class as an object for research.

To obtain accurate and accountable data for the research under study, the researcher uses data collection techniques consisting of:

1. Observation

    is done by us. Observation sheets are used to observe and measure student activity in learning English, but first we conduct an atmosphere survey and talk with the class teacher about student activity in learning English
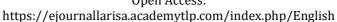
2. interview

    interview is a conversation between two or more people and takes place between the source and the interviewer. In this case the researcher directly interviewed the school principal to find out what the condition of the school was like and also with the English teacher to find out what the students' English proficiency was like.

RESULTS AND DISCUSSION

In this discussion, researchers will discuss results and discussion. In this chapter, the researcher answers the problems and the effectiveness of learning English in using the crossword game method. Therefore the researcher will discuss the use of the word matching method in English lessons at SD Prekbun grade 2. There are 4 explanations of: 1 the word matching method in learning English, 2. the results of research in grade 2, 3. the impact of the word matching game method in learning English, 4 benefits of word matching games, 5. how to apply the word matching game

No	Name	VeryAccept	accept	Non accept	Describtio
1	Rafa	✓			Judging from their children, they are smart and smart children who also have basic English before going to elementary school. also they know a little english from some kinds of animals and fruits
2	Putri	✓			
3	Arza	✓			
4	Ilva	✓			
5	Velda	✓			
6	Aril		✓		of the six children they had not fully mastered English and had no prior foundation. When I applied the game the students found they could even speak English and be able to say words
7	Fahmi a		✓		
8	Fahmi b		✓		
9	Dilan		✓		
10	Wildan		✓		
11	Danil		✓		
12	Azka			✓	Although i have apply the game they are can not mention because they are still not fluent in reading
13	torik			✓	
14	Alvi			✓	

3.1 word matching method in learning English

Word matching games are here to improve speaking and vocabulary skills in learning English. This game is directed directly by the teacher, and the teacher gives instructions to the students one by one. Students must pay attention to the teacher who explains in front, while the teacher gives questions that have been written on the board and students answer questions from

3.2 results of research in class 2 at Prekbun Elementary School

From discovery income in learning English by using word matching games. Students are very enthusiastic in participating in learning, even though there are students who talk to themselves. But before that the teacher displays a picture or paper containing pictures then the students answer and the teacher asks their English. Then when it is shown, the teacher writes on the board, on the left is

Indonesian and on the right is English (meaning) and it is written randomly. So students can cross it according to the correct pair.

Students date

No	Name	before	After
1	Rafa Putri Arza Ilva Velda	Can mention and can speak english	Can mention and can speak english although litlle
2	Aril Fahmi a Fahmi b Dilan Wildan Danil	Can't mention but can speak english	Can mention but there are still errors also they still lack how to read in english.
3	Azka Torik Alvi	Can't mention and speak english because still not fluent in reading	Do not mention because they are still not fluent in reading.

Based on the data above, some students have taken English lessons using this word matching method. Before implementing word matching games in English lessons, some students and even all students did not know how to read and pronounce an English word. However, after applying the word matching method in English lessons in grade 2 most of the students could vocabulary and think of words in English. Before this game there were still many students who did not know English even what the teacher said there when learning English in grade 2 students. many don't know at all also some don't listen, maybe students are confused in understanding English by the way the teacher's explanation is just ordinary. However, the results of the researchers by applying the word cross game method are that students can say and mention English a little bit that needs to be known. Thus the English learning method using word matching can generate students' interest in learning English, especially in increasing vocabulary and pronouncing words in English.

3.3. the impact of the word matching game method in learning English

The impact of this word matching game method can raise students' enthusiasm in learning English, as well as fostering students' enthusiasm in participating in English subjects. Student enthusiasm is needed in learning because at that time students can easily understand and improve effectiveness in learning. With this method and the material presented by researchers in accordance with the basics of students can make it easier to understand the material. With this, students can get the material well while learning while playing.

3.4 the benefits of word matching games

This word matching game is not only beneficial for students but also for English teachers. Prior to this method, the teacher used lectures to convey material, so that students experienced

difficulties and difficulties in learning English. with learning English by using this word guessing game it helps teachers in the teaching process and makes it easier for students to get English material. And students will be interested and not bored while studying.

CONCLUSION

The learning objectives of using games in grade two Prekbun Elementary School (2) in learning English by using word matching games are to increase students' enthusiasm in learning English. By learning to use games it is quite easy for students to understand vocabulary and improve reading and pronunciation in English. It can also improve the learning system.

The results obtained before using the matchmaking game method said most students did not understand and got bored easily. The results obtained after using the word matchmaking game method students can easily understand and be interested in learning English. And it can also be seen from the results of the table above that some students can mention and know how to pronounce English words correctly.
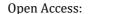
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