THE INFLUENCE OF USING HANGAROO GAME TOWARDS STUDENTS' VOCABULARY MASTERY

by

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Abstract: The method is held through quantitative research. The researcher uses quasi-experimental research. The research is conducted in the fourth semester of English Department of Muhammadiyah University of Metro in academic year 2016/2017. The population in this research population is all students at the fourth semester of English Department. It consisted one class and the class consisting of 38 students. The researcher takes one class to be divided into two classes as a sample. They were experimental class and control class. The objective of this research is to know whether there is the positive and significant influence of using Hangaroo game toward students' vocabulary mastery. To analyze data the researcher uses T-test formula. The researcher got the result of tratio is 3,55 and ttable is 2,42 it means that tratio>ttable. Then, the criteria of Ttest is Ha accepted if tratio>ttable. So there is the positive and significant effect of Hangaroo game toward students' vocabulary mastery at the fourth semester of English Department of Muhammadiyah University of Metro in academic year 2016/2017.

Keywords: Hangaroo Game, Vocabulary Mastery

Introduction

Teaching vocabulary is not an easy work. (Robertson, 2004) defines that vocabulary is the words that compose a language. vocabulary is very influential to English learners in their efforts to learn the language. Most of the students argue that English is very difficult to learn so the students feel lazy to learn English. They do not know the meaning of English words. They find difficulties when the lecturer asks them to speak or write a few words. It is caused by the students gets difficulties in memorizing the word. Lacking vocabulary make students do

not master for English skills (listening, speaking, reading and writing) yet they do not do how to enrich their vocabulary. They do not learn English vocabulary intensively. Furthermore They judge that memorizing is a boring way to collect new vocabulary. In the other hand, the problems are from the lecturer. The methods, techniques, games which are used by the lecturer are monotonous. They tend to give the material to the students by using ordinary ways.

From this problem, the researcher uses Hangaroo game in teaching vocabulary mastery at the fourth semester of English department of Muhammadiyah University of Metro in academic year 2016/2017. Using Hangaroo game gave ideas for the students to explore their ability in English. The researcher assumes that Hangaroo game gave the influence toward students' vocabulary mastery.

Hangaroo Game

These are the expert's statement about Hangaroo game. (Kartika, 2015) verbalizes:

> The name of hangaroo is come from the word kangaroo, because in this game uses kangaroo as the main figure. In hangaroo game, we should fulfill the empty square by alphabet A-Z and we just have four times chance to do mistakes. Hangaroo game can be use for the learning by doing some modifications that appropriate with the conditions of the class.

In line with Kartika, (Susanti, 2014) says:

> It was a kind of guessing game. It was useful for checking the students' spelling. The teacher drew some blank boxes in the board and gave simple clues. The teacher asked the alphabet and the students who had the alphabet might put the alphabet in the blank box that was pointed by the teacher. The game played from the simple instruction to the complex one.

Hangaroo is a game with endless possibilities, as it is limited only by our imagination. One player thinks of a word and the other tries to guess it by suggesting letters, until either the word is complete. Usually, the clue is about the certain category. Hangaroo Game in this research is the development of cooperative learning models. It is included in cooperative learning because in the process of learning uses grouping system and need good cooperation among the students.

Vocabulary Mastery

(Neuman and Dwyer, 2009) defines vocabulary as the words we must know to communicate effectively: words in speaking (expressive vocabulary) and words in listening (receptive vocabulary). Students' vocabularies play important roles in their lives and future possibilities. (Beck & McKeown, 2007) says that Before children even enter school their

reading ability can be almost predetermined by their vocabulary knowledge. Experts agree that When a reader knows at least 90-95% of the words in a text, that reader can achieve acceptable levels of comprehension (Pullen et al.,2010). As (Alexander, 2009) says that vocabulary is really important because when children and adolescents improve their vocabulary, their academic and social confidence and competence will improve.

The process of learning vocabulary may be resulted vocabulary mastery. There are some levels of vocabulary mastery according to (Meierding, 2005), "Vocabulary learning has several levels of word mastery. Full mastery gives a person the ability to use the word in writing and speaking. A second level is adequate comprehension of words encountered in reading for understanding the context of the passage. Word mastery in vocabulary learning has some levels. The first level is full mastery. It is reached when the learner has the capability of using vocabulary while they are writing and speaking. The second level is enough comprehension of words when they find it in reading. The last level is the simple ability in mastery words because in this part learners only use their ability in understanding words to know the text that read. It can be concluded that vocabulary mastery is the ability to use words whether in Listening, Reading, Writing, Speaking and some language components.

Teaching Vocabulary

(Nation, 2008) states that learning a word is a cumulative process that requires meeting words across the four strands of a course, and teaching makes up only a part of one of those four strands. It means that until one certainly knows a word it requires meeting it more than one time and one circumstance. Along with (Nation, Lightbown and Spada, 2006) also says that learners usually need to encounter a word many times in order to learn it well enough to recognize it in a new context or produce it in their own speaking and writing. Learning vocabulary does not merely knowing its form and meaning.

Vocabulary is the basic language aspect that must be mastered before mastering English skills. So vocabulary is words are used in all skill in English, even in productive and receptive forms. It shows that vocabulary is the key to achieve all skills and it the basic unit in a language. The researcher had to support them to memorize vocabularies that can easily understand by the students through Hangaroo game.Teaching English by using game can be the solution to face the problem in learning English vocabulary. The researcher would like to do research by using Hangaroo game.

From the explanation above the researcher conclude that it is very important in the teaching-learning process. By good instructional, the students are expected to be able to accept the material what the teacher gives.

Finally, the researcher tried to solve the problems above and thus the research question: is there any influence of using Hangaroo game towards students' vocabulary mastery at the fourth semester of English education study program in the Muhammadiyah University of Metro?

Design

This research is Quantitative research in term of quasi-experimental which is intended to find out the influence of using Hangaroo game towards students vocabulary mastery. The aim of quantitative research is to determine the relationship between the independent variable and dependent variable in a population. which is used to find out the effect of the treatment to other in the restrained conditions". both of class received pretest and post-test. The researcher gave the treatment using Hangaroo game for experimental class. And the researcher though using conventional method for the control class.

Subject or Participant

This research is carried out in the fourth semester of University Muhammadiyah Metro. There is one class in the fourth semester of University Muhammadiyah Metro. The total number of the students at the fourth semester of University Muhammadiyah Metro is 38 students. The researcher gets the sample using non-probability sampling. Then, the researcher uses saturated sampling to take a sample. It is said "saturated" when all members of the population are taken as a sample. Therefore, the researcher uses saturated sampling because the students at the fourth semester of English department program are in the small population. The researcher takes one class in the fourth semester of English Department of Muhammadiyah University of Metro academic year 2016/2017 to be divided into two classes, they were experimental class 1 and experimental class 2.

Data and Source of Data

In this research, the population is all students in the fourth semester of English Department of the Muhammadiyah University of Metro. There are 39 students but one of the students' data from experimental class is not included in the calculation result even that student was given the treatment of others. The researcher took the sample by using non-probability sampling it is a technique to take a sample that does not give the same opportunity for each element (member) of a population which will be selected. Then, the researcher uses saturated sampling to take a sample. It is said "saturated" when all members of the population are taken as a sample. Therefore, the researcher uses saturated sampling because the students at the fourth semester of English department program are in the small population. The researcher takes one class in the fourth semester of English Department of Muhammadiyah University of Metro academic year 2016/2017 to be divided into two classes. They were experimental class and experimental class.

The researcher administered pre-test before treatment. After the treatment, the researcher administered post-test. The researcher gives pre-test before the treatment to know basic ability. The researcher gives the test for the students to know about the students' ability before doing research. Post-test is given after the treatment of Hangaroo game to know the influence of the game which has uses the treatment. The researcher gives a test to know whether the treatment is a success or not.

Data Collecting Technique

In collecting the data, the researcher will use two test. The first test will use pre-test. This step is given before presenting the treatment to know there is or not the influence of using Hangaroo game toward students' vocabulary mastery. the second test will use post-test. After giving the treatment, the researcher presents the post-test and asks the students for answering the test based on the treatment which has given by the researcher.

Data Analysis Technique

After giving the test and finding the result of the test, students' score pretest and post-test will be taken by using normality test and homogeneity test. The goal of normality test is to identify whether data distribution is normal or not. Normality test is utilized to settle on whether a data set is well modelled by a normal distribution or not. In normality test, the researcher uses a non-parametric test. Homogeneity is a measurement used to determine data variety.

Result

Based on the explanation in the research method, the researcher find The result of validity are 0,97it means the instrument items are valid and the result of reliability are 0,80 It means that the reliability is very high. From the calculation of the validity and reliability, the instrument can be used for the researcher.

After giving the test and finding the result of the test, student's score pre-test and post-test will be taken by using normality test and homogeneity test.

The criteria of normality test are:

Ho   : L-ratio is lower than L-table (the distribution of the data is normal)

Ha   : L-ratio is higher than L-table (the distribution of the data is not normal)

The data normality of the test accepted H0 if tcount<ttabfor the significance level 5% ($\alpha=0.05$) and also the significance level 1% ($\alpha=0.01$). Based on the result of normality test, it is obtained that Lo=0,05post test are lower than Ltab= 0,195 in the significance level of 5% ($\alpha = 0,05$). So, the hypothesis H0 is accepted. It means that both of the samples in this research come from the population which have normality distribution

Based on the calculation of normality test, the population of the data came from normal distribution. then the researcher analyzes the homogeneity of data. The data homogeneity of the test accepted H0if Fratio<Ftablefor the significance level 10% ($\alpha=0.05$) and also the significance level 1% ($\alpha=0.01$)

The result data of homogeneity distribution test it is obtained that Fratio of pre-test= 1,035 and Fratio of post-test = 1,0 is lower than ftab= 1,8 in significance level of 10% ($\alpha = 0,05$) and ftab= 2,3 in significance level of 2% ($\alpha = 0,01$). So that, the hypothesis H0 is

accepted, it means that both samples in this research come from the population which have the variance equality.

Hypothesis test uses the t-test, based on the calculating of the pretest data the researcher got tcount= 0,097 and ttable on significant level 5%= 2,04 it is gotten. This calculating showed that tcount<ttable, it means that H0 is accepted. Meanwhile the calculating of the post-test data the researcher got tcount= 3,55 and ttable on significant level 5%= 2,42 it is gotten. it means that H0 is rejected and Ha is accepted or there is the influence of using Hangaroo game toward students' vocabulary mastery.

Discussion

Based on the finding, in using Hangaroo game students not only learn and receive information from the teacher but also learn from other students. Hangaroo Game is the development of cooperative learning models. It is included in cooperative learning because in the process of learning uses grouping system and need good cooperation among the students. The result is consistence with the result of Kartika, Ratih (2015). This research proves that Hangaroo game can improve the student's learning activities and also can implementing in accounting Learning Activity. The researcher can apply the authentic materials during the learning process well and clearly.

Although the students sometimes find some difficulties in learning English especially in vocabulary mastery. They cannot understand the material directly. The students need to know more than one or two times to get the word by word of vocabulary mastery. It means that how they mastery of the vocabulary is the middle. But there are some students also cannot understand the meaning of words, it means that how they mastery of vocabulary is low, because of they cannot understand quickly and they will feel bored to learn vocabulary.

In conclusion, the student's vocabulary mastery was good enough, because after getting treatment and doing the post-test the researcher can be concluded that many students were passing from the standard minimum score, it concluded that there was an influence of using Hangaroo game toward students' vocabulary mastery.

Conclusions

After the researcher finished the research and analyzed the data, the conclusion can be drawn as follow: From the data, the researcher concluded that There is a positive and significant effect of using Hangaroo game toward students' vocabulary mastery at the fourth semester of English Department of Muhammadiyah University of Metro in academic year 2016/2017. It can be seen from the result of the hypotheses testing. It shows that tratio is 3,55 and ttable for α= 1% is 2,42 and for α= 5% is 1,68, tratio>ttable. It means that there is a positive significant influence of using Hangaroo game towards students' vocabulary mastery at the fourth semester of English department University Muhammadiyah of Metro.

Using Hangaroo game is giving positive influence toward students' vocabulary mastery at the fourth semester of English department University Muhammadiyah of Metro in academic year 2016/2017. The researcher finds that the average of students' vocabulary mastery in experimental class is higher than control class. It can be proven that there are many students in control class got the lower score than experimental class. Based on the result and discussion, the researcher concluded that Hangaroo game is effective in the learning process for the students at the fourth semester of English education study program in the Muhammadiyah University of Metro.

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