

CHAPTER I

INTRODUCTION

1.1 Background

Some Indonesian students still find learning English to be a terrible foreign language. Gaining proficiency in English is essential since it can lead to better professional prospects, more friends and connections, easier access to new technologies, broader perspectives, and easier travel abroad. A foreign language, according to Richard and Schmidt (2010: 206), is one that is not frequently employed as a communication tool in the media, government, or other fields, is not a native tongue of a sizable portion of the population in a given nation or area, and isn't taught in schools. Usually, foreign languages are taught in schools as topics. Generally speaking, foreign languages are.

According to Juhendi (in Apriandari, 2019) in his research said that One crucial component of language is vocabulary, because it exists in all languages. ability which includes listening, speaking, reading, as well as writing. Considering this statement, The investigator draws the conclusion The vocabulary in question is an important and main aspect that needs to be known and learned to recognize, comprehend, and use words contained in a language appropriately.

Out of 113 nations, Indonesia is presently rated 79th in the English First English Proficiency Index 2023. according to the findings of pre-research carried out in class 7 at MTS Batusitanduk on this day, November 21, 2024. To assess students' vocabulary mastering skills, writer observed or interviewed students in class 7. After interview some of students, In English language learning at MTS Batusitanduk grade 7, it was found that there were no specific strategies used. So, learning in the classroom seems monotonous and uninteresting. Ideally, based on under the merdeka curriculum, pupils in junior high school are included in Phase D where learners are ability to interact and communicate in a variety of official and casual settings using English texts.

In this phase, learners are able to recognize vocabulary in narrative, description, exposition, procedure, argumentation, discussion, special texts, and original texts. But in reality, there are some 7th grade students who were

struggling with vocabulary. Where the students fear of making a mistake, and lack of students interest in studying English. One of the solution of this problem is spelling bee game approach. The writer choosing this approach because improve cognitive skills, help analyze language learning, encourage healthy competition, measure confidence and stress, tool for social studies.

1.2 Problem Statement

Based on the above background, the reseacher formulated the following research issue: is there any notable distinction in enrich students' vocabulary before and after using the Spelling bee. Strategy to seventh grade students' of MTS Batusitanduk in the 2025/2026 academic year?

1.3 Objective of the research

This study focuses on the use of Spelling bee strategies in the enrich vocabulary lesson process. specifically, this research seeks to determine how spelling bee strategy can enrich students' vocabulary.

1.4 Significance of the Research

The significance of The research are:

1. For reseacher

It is anticipated that the research findings would provide valuable information. or a consideration in vocabulary instruction in the classroom.

2. For future researcher

It can be a reference for the next writer who focuses in finding or describing the students vocabulary.

1.5 Scope of the Research

In this research, the researcher focused on nouns, adjectives, verbs, and adverbs in the use of Spelling Bee game.

1.6 Operational Definition

1. Vocabulary

Vocabulary is a collection of terms used known and in a language. Language proficiency is significantly influenced by vocabulary, both in writing and spoken communication. Vocabulary in language is the wider a person's

vocabulary, the easier it is for him to convey ideas, express feelings, and understand others. Vocabulary also affects the ability to read and write well.

2. Spelling Bee

The spelling bee is a contest. Where students are requested to spell a number of words, typically with different degrees of difficulty. For the competition, students need to commit the spellings of the words as they appear in the dictionary, and pronounce them according to those spelling.

CHAPTER II LITERATURE REVIEW

2.1 Some Pertinent Ideas

1. Basic Vocabulary Concepts

a. Definition of Vocabulary

A compilation or list of terms exclusive to a language, or a list of potential word combinations used by all speakers of Vocabulary is the term for a language. According to this statement, Vocabulary is described as all of The words in a given language that everyone knows or uses (Hatch & Brown, 1995). The words that kids use to build sentences and improve their speaking, writing, and listening abilities are known as their vocabulary. Gaining vocabulary might also make it easier to communicate with others.

Since vocabulary is used in all language abilities, including speaking, listening, reading, and writing, it is a crucial linguistic language. This remark indicates that vocabulary is a significant According to Tarigan, D.J. (1994) vocabulary types can be categorized as follows:

- a. Active vocabulary and passive vocabulary
- b. Basic vocabulary
- c. New vocabulary formation
- d. General and specialized vocabulary
- e. Denotation and connotation meanings
- f. Task words
- g. Nouns (Nomina)

b. Active Vocabulary

All of the words a person employs when speaking are considered active vocabulary. Thus, active vocabulary can also be utilized in direct conversation, according to renowned English author Jeffrey Harmon in 1991. Thus, often spoken passive vocabulary is the source of this active vocabulary.

c. Passive Vocabulary

Words they understand but haven't utilized are known as passive vocabulary. In 1991, Jeremy Harmer, a well-known British author, defined passive

vocabulary as terminology that is solely understood in terms of its meaning. This vocabulary is acquired through reading, listening, memorization, and other activities.

d. The Importance of Vocabulary in Language Learning

Among the components of English that is crucial for comprehension when reading and for conveying all concepts in writing or pronunciation is vocabulary. Students can develop a large vocabulary and become proficient in language by studying vocabulary. The goal of the vocabulary test, according to John (2000), is to see whether students can match each word with synonyms, dictionary cassette meanings, or equivalent words in their own words. The knowledge is called vocabulary. To know the significance of words. Meanwhile, a student's ability to hear, speak, reading, writing, and listening are mostly determined by their lexicon, which is a fundamental aspect of linguistic ability. Renandya and Richards (2002) Controlling kids' communication requires a strong vocabulary. Effective communication requires knowledge of language and word meanings. Neuman (2009).

1. Spelling Bee Game

a. Definition of Spelling Bee

The spelling bee is an English spelling bee. Students will be required to correctly spell letters, write words, and pronounce them as part of this competition. Students' English spelling, speaking, and writing abilities can all be improved by participating in all of the competition's components. Students can write and speak words correctly if they know how to spell them. As a result, spelling bee are among the enjoyable ways for children to learn and compete while developing their proficiency in the English language.

Among the most popular games used in classrooms to help pupils get better at English is Spelling Bee. Numerous earlier research, such as those conducted by Yusuf, Mustafa, and Muzdhalifah (2017), have demonstrated this by using Spelling Bee to enhance students' skills.

b. Advantages and Disadvantages of Spelling Bee

1) Advantages of Spelling Bee

The Spelling Bee game has a number of advantages in English vocabulary. Here are some of them:

- a. Boosts Vocabulary Students will recognize and pick up a lot of new vocabulary terms if they consistently spell new words.
- b. Spelling Bee helps kids improve their spelling skills, which are necessary for writing properly.
- c. Enhances Memory Active memory is necessary for word recall and spelling, and it can improve pupils' long-term memory skills.
- d. Enhances Active Listening Students' hearing abilities are also refined because they frequently have to listen intently to the word before spelling it in the Spelling Bee.
- e. Enhance Focus and Concentration In order to ensure that they spell the words correctly, pupils must be extremely focused and concentrated throughout the Spelling Bee.

2) Disadvantages of Spelling Bee

Spelling bee games have some drawbacks in English vocabulary. Here are some of them:

- a) Pay attention to spelling and comprehension. Spelling bees place more emphasis on accurate word spelling than on comprehending the content and sentence structure of words. This may take away from a thorough comprehension of the language being studied.
- b) Competitive Stress and Pressure During contests, students frequently feel a lot of pressure and stress, which might lower their enthusiasm and enjoyment of studying the language.
- c) Seldom Used Terms Many of the words that compete in the spelling bee are uncommon in everyday speech. Although learning these words helps broaden one's vocabulary, there may not be many real-world advantages in daily conversation.
- d) An excessively centralized strategy Individualized memorizing is more important to spelling bee than contextualized and interactive learning. This may hinder the growth of speaking and listening abilities, which are crucial for learning a language.

- e) Absence of Attention to Other Skills Language acquisition includes speaking, writing, listening, and reading in addition to spelling.

The use of spelling bee in an educational context has a number of advantages and disadvantages. On the one hand, it can students' spelling skills, encourage self-confidence, and develop independent learning and cognitive abilities. Students who participate in these competitions tend to be more motivated to study and practice outside of school hours, and have the opportunity to compete with peers. However, on the other hand, spelling bees can also cause stress and anxiety in students, especially when they have to perform in public. Overemphasis on spelling can distract from additional facets of language acquisition learning, such as word comprehension and usage. In addition, not all students have equal access to participate, and students with lower language skills may feel cornered. Translated with DeepL.com (free version). To overcome these shortcomings, it is important to create a supportive environment, provide adequate training and resources, and focus on holistic learning that includes various aspects of language. Rewarding all participants and listening to students' feedback can also help minimize the negative impact, so that they can experience the maximum benefit from the spelling bee activity.

2.2 Previous Study

1. Marita Samosir. et al .(2017). “Improving Students Vocabulary Mastery Through Spelling Bee Game At Fifth Grade of SD Swasta Kalampaian Kunto Darussalam“. Students in grade 5 at SD Swasta Kalampaian Kunto Darussalam were the subject of this research. Action Research in the Classroom (CAR) was the approach taken. According to the outcomes of their study, student ability results increase The mean vocabulary mastery score for students in cycles 1 and 2 was 65.19 and 82.03, respectively. Considering the analysis's findings, it can be said that student learning outcomes increased by 16.84.
2. Leni Nurpitasari. et al. (2018). “The Use Spelling Bee Game To Increase The Students Vocabulary Mastery of The Seventh Grade at SMPN 1 Bantan”. Students in the seventh grade at SMPN 1 Bantan were the subject of this study. Quasi-Experiment Research was the methodology employed.

According to their findings, pupils' vocabulary knowledge averaged 56.25 on the pre-test and 67.5 on the post-test. Based on the analysis's findings, it may be said to be a very successful tool for vocabulary instruction.

3. Uswatun Khasanah. et al. (2020). "Dealing With Students Pronunciation: The Speelling Bee Effect". Students in the seventh grade at MTs NU 01 Mambaul Hikmah Tegalwangi were the subject of this study. Experimental research was the methodology employed. According to their research, the experimental class's average post-test score was 71.806, but the control class's average score was 23.3006. Furthermore, according to the t-test results, H_a is accepted and H_0 is denied since the t-statistic (27.125) is higher than the t-table (1.688) with degrees of freedom (df) = 36. The analysis's findings indicate that it has a significant impact on pupils' pronunciation.
4. Roikestina Silaban (2021). "The Effectiveness Of Spelling Bee Game In Teaching Vocabulary Mastery For Students Of Teaching Education Study Program (PGSD) Universitas Audi Indonesia In Academic Year 2020/2021". Students in the seventh grade at Dwi Tunggal Tanjung Morawa Junior High School are the subject of this study. Experimental Treatment was the approach taken. In their study, they discovered that the experimental group's post-test mean score was greater than the control group's ($81.3 > 76.9$). According to the findings of the 2020–2021 academic year, "spelling be game is effective in teaching vocabulary in the teacher education study program (PGSD) of Audi Indonesia University." The teaching and learning process is made more engaging through the use of games.
5. Nurul Vivianti. et al. (2023). "The Effect Of Using Spelling Bee Games On Vocabulary Mastery". Students in the 7th grade at SMPN 03 Palopo City during the 2023–2024 academic year are the subject of this study. Experimental research was the methodology employed. The independent sample T test results on the pre and post data assessed in their study yielded a significance value of 0.000, which is higher than the significant level (α) of 0.05. because it needs to be greater than 0.05 in order to be considered significant. Thus, it may be said that the experimental group's pre- and post-test scores differ significantly from those of the control group. The spelling

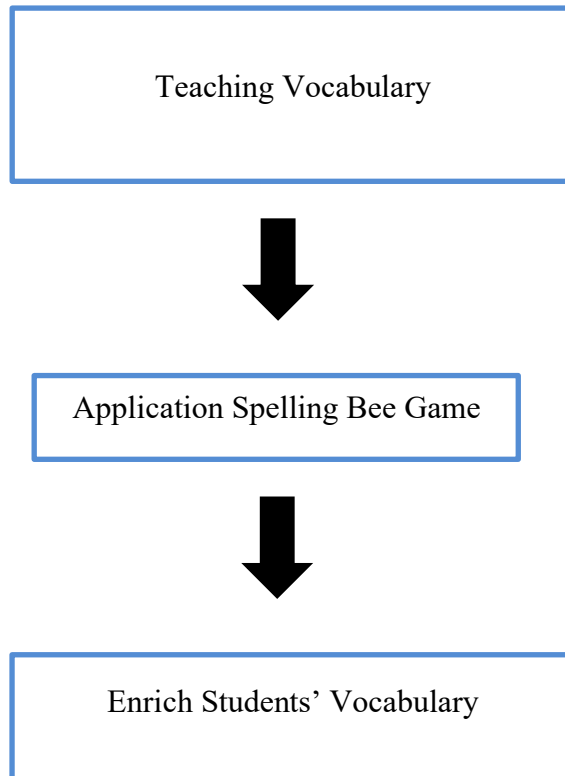
bee game affects vocabulary development. It goes without saying that teaching vocabulary involves more than simply introducing new words, as vocabulary is best defined as the terms learnt in a language.

6. Martha Prasetya Ningrum. et al. (2020). "Improving Students Vocabulary Mastery Using Spelling Bee Game At Fifth Grade In Sdit Ya Bunayya Pujon". Students in the fifth grade at SDIT Ya Bunayya Pujon were the subject of this study. Classroom Action Research (CAR) was the approach taken. According to their research, the test results indicated that the average score in cycle 1 was 70.26, with a classical completeness of 47.05%. Additionally, cycle 2's learning outcomes saw a notable improvement, with an average score of 82.91 and classical completeness of 88.24%. The classical completeness increased by 41.19% from Cycle 1 to Cycle 2.
7. Wiki Tedi Rahmawati. et al. (2023). "Spelling Bee Games To Increase Students Vocabulary Mastery At The Islamic-Affiliated Middle Schools: An Action Research". Students in grade 7 at MTs YP AL-Azhar Medan are the subject of this study. Classroom Action Research (CAR) was the approach taken. They discovered that the average score of students' vocabulary knowledge increased from 25.07% in the orientation exam to 88.57% in the second cycle post-test, indicating the effectiveness of their research. In the second cycle post-test, 31 students satisfied the requirements. Consequently, the success conditions were met. The spelling bee game can be used as an alternate strategy to enhance vocabulary knowledge in an enjoyable setting, it can be concluded.
8. Febriana Is. Manan (2023). "Enriching Students Vocabulary Mastery Through English Spelling Bee Game At The Eighth Grade Students Of MTsN 2 Kota Palu". Students in the eighth grade at MTsN 2 Palopo City were the subject of this investigation. Pre-experimental design was the approach taken. According to the data analysis results of their study, students' learning achievement averaged 54.66 on the pre-test and 83.73 on the post-test. The t test value (2.585), which is obtained by applying the t test formula to the data, is more than the t table value (1.69913). As a result, H_a is approved and H_0 is denied. Thus, it can be said that class VIII pupils at

MTsN 2 Palu City improved differently before and after playing the spelling bee game.

9. Asri Syarifuddin. et al. (2023). "The Use Of Spelling Bee Game To Improve Students Vocabulary". Students in the eighth grade at SMPN 5 Palopo School were the subject of this investigation. Pre-experimental design was the approach taken. They discovered that SPSS 25 for Windows was used to statistically evaluate the post-test data. The findings of the comparison analysis using the t-test are displayed in the paired sample test results. The result displayed the standard deviation (10.310), mean standard error (2.305), and mean before and after the test (-300.000). The upper difference was -32.174, while the lowest difference was -41.825. With a significance level of 0.000 and a df of 19, the t-test result was (-16.048). Following instruction utilizing the Spelling Bee game, the mean score increased. In conclusion, teaching VIII grade kids at SMPN 5 Palopo through the Spelling Bee game is an excellent teaching method.
10. Yunisrina Qismullah Yusuf. et al. (2017). "The Use Of Spelling Bee Game In Teaching Vocabulary To Junior High School Students". Students in the seventh grade at SMPN 4 Banda Aceh were the subject of this study. Pre-experimental design was the approach taken. According to their research, the average post-test score was higher (88.76) than the pre-test score (62.52), meaning that there was a 26.24-point difference between the two tests' scores. Furthermore, the t-test revealed that, at a significance level of 0.05 and a degree of freedom (df) of 24, the t-score > t-table, or 10.826 > 1.71. Therefore, the alternative hypothesis is null and the alternative hypothesis is accepted. The idea that the Spelling Bee game can increase kids' vocabulary is disproved.

2.3 Conceptual Framework



Three elements will be explained in this study, which are briefly explained as follow:

1. The research provides vocabulary learning about the material that focuses on this research is Nouns, Adjectives, Verbs, and Adverbs.
2. In the learning proces, the research applies the media used in this research as Spelling Bee Game
3. Writer see Enrich Student' Vocabulary

2.4 Hypothesis

A hypothesis is a provisional answer to a theoretical research problem statement that is considered the most likely and highest level of truth. In keeping with the above explanation, the writer formulates the hypothesis as follow:

H0: There is no significant difference on student's vocabulary before and after using Spelling Bee Game, strategy to the seventh grade students of MTS Batusitanduk.

Ha : There is a significant difference on enrich student's vocabulary before and after using Spelling Bee Game, strategy to the seventh grade students of MTS Batusitanduk.

If the result of the calculation of the value (p) is smaller than the value (a) ($p < 0.05$). The null hypothesis (H_0) is rejected and the alternative hypothesis (H_a) is accepted. Meanwhile, if the result of the calculation of the value (p) is greater than the value (a) ($p > 0.05$). The null hypothesis (H_0) is accepted and the alternative hypothesis (h_a) is rejected.