



## **USE OF SPELLING PUZZLES AS A MEDIA FOR LEARNING VOCABULARY IN PRIMARY SCHOOL LEVEL STUDENTS**

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### **ABSTRACT**

Vocabulary mastery is the initial stage in teaching elementary school students to understand basic Indonesian language mastery. Improving vocabulary mastery in elementary school students can be done by using specific media, one of which is the use of spelling puzzle media. This research aims to improve students' understanding of vocabulary through the use of spelling puzzle media. The type of research used in this research is the experimental method. The research design will use one sample pretest-posttest research design. The sample used in this research was 20 grade 1 elementary school students. The results of the research show that there has been an increase in student learning completeness, where after implementing the posttest, student completeness was 95%, after previously giving the pretest, the percentage of student completion only reached 30%. This shows that the use of spelling puzzle media can increase students' learning completeness related to elementary school level students' vocabulary understanding in Indonesian language subject content.

**Keywords:** Media, Spelling Puzzle, Vocabulary

### **INTRODUCTION**

Educational problems have never been separated from the past until now. According to Fadhli (2010:28) the educational problems faced in Indonesia are divided into 2, namely micro problems and macro problems. Micro problems are problems that arise within the educational component itself as a system, for

example curriculum problems. Meanwhile, macro problems are problems that arise from education as a system with other systems more broadly, such as the unequal distribution of education in Indonesia to date.

According to Lestari (2003:131), several very complex problems in education include the low quality of teachers and monotonous learning methods. A teacher is an instructor who conveys knowledge to his students. The role of a teacher is very important in educational success. However, many teachers view their work as merely earning an income. The Indonesian language needs professional and qualified teachers to be able to realize national education purpose.

Based on the results of observations, information was obtained that there is no specific media used by teachers to teach vocabulary understanding to students. The use of the lecture method in the learning process is still dominates, the lack of use of media results in students being less motivated to participate in class learning and ultimately this will affect their ability to understand the material being taught.

To overcome this problem, teachers can provide learning media for students at school, by making games in the form of media that are as interesting as possible so that students' interest in learning increases. Every media given to students must also be in accordance with their needs or harmony in learning. One of the media that can be used is spelling puzzle media. This spelling puzzle media can be interpreted as an educational game that can stimulate children's abilities regarding students' vocabulary mastery. This media can also improve children's skills in solving problems. This media is played by dismantling pairs according to their partners.

Based on these problems, the author was encouraged to conduct research which aims to improve students' understanding of vocabulary through the use of spelling puzzle media in the Indonesian language subject content in class 1 of SD NegeriBlangKucak.

According to Dianti (2022:177) the function of media is as a tool in the learning process, it can collaborate learning materials, vary the use of methods, and students are able to develop and understand learning. This means that the function of learning media will provide a meaningful impression for students in the learning process.

This Media Spelling Puzzle is a game of arranging pieces of images into a complete image. This means that Spelling Puzzle is an educational game medium in the form of pieces of images that will be arranged into a complete picture. Media Spelling Puzzle is a game of arranging image pieces so that they become a complete image. This means that the Media Spelling Puzzle which contains pieces of images will attract students' attention to look for pairs of these images (Hayati&Nurhasanawati, 2014:2).

Through Spelling Puzzle Media, children will analyze a problem by recognizing clues from existing image pieces, for example shape, color, texture and then estimating their position correctly. This means that the instructions from the puzzle game are something unique that can attract students' attention and stimulate students to analyze how to solve problems (Jampel et al, 2015: 13). Thus, several points can be concluded from the benefits of using Spelling Puzzle media, There are:

1. Foster a sense of solidarity among students.
2. Stimulate students' thinking abilities
3. Foster a sense of kinship between students.
4. Train strategies for collaborating between students.
5. Foster mutual respect and appreciation between students.
6. Foster a sense of mutual belonging among students.
7. Entertain the students in class.

Spelling Puzzle which is one type of Puzzle, Spelling Puzzle within the meaning used by researchers is a puzzle consisting of letters that will be connected to form words and matched with pictures. Spelling Puzzles are quite interesting media to apply to students during the learning process considering that Spelling Puzzles can also be used in groups or individually. Spelling Puzzle is also a medium that can increase students' interest in learning (Junita&Munandar, 2019:4).

## **METHODS**

The type of research used in this research is the experimental method. With a one sample pretest-posttest research design. The sample used in this research was 20 grade 1 elementary school students. This research was carried out using an experimental class without a comparison class. Students are first given a pretest, then action is taken, in the form of implementing learning using spelling puzzles as a learning medium to improve students' vocabulary understanding. At the end of the learning session, students will be given a final test (post test) to see the increase in students' understanding of the learning process.

This research was carried out at BlangKucak State Elementary School, which is in BlangKucak Village, WihPesam District, BenerMeriah Regency. The time for this research to be carried out starts from the time the researcher submits the title until the researcher conducts the research at BlangKucak State

Elementary School. The sample used in this research was 20 grade 1 students at SD NegeriBlangKucak.

The instruments used in this research were the width of the initial test questions and the final test, which consisted of 10 pictorial questions. These questions are specifically designed in the form of simple pictorial vocabulary preparation according to the competency of grade 1 elementary school students. Student test results will be analyzed by looking at the comparison of the percentage of scores obtained by students in the initial test and final test.

## **RESULTS AND DISCUSSION**

The learning process is also called teaching and learning activities. In the process of teaching and learning activities, facilities and infrastructure such as learning media are needed which can help the teaching and learning process make it easier to understand the subject matter. The learning media used in the learning process can make students enthusiastic about learning. The use of media is really needed because it will be easier to convey knowledge to students, as a solution to overcome problems between teacher and student communication so that the teaching and learning process can be directed and guided because students' senses are focused on the media provided by the teacher (Sari, 2016:32).

In this research, researchers developed puzzle learning media with the spelling puzzle type. Based on the results of observations made by previous researchers in class 1 of SD NegeriBlangKucak in Indonesian language subjects, the use of puzzle media has never been used by class teachers in the learning process. The teacher only explains using the lecture method with the help of pictures in thematic books as a reference. So the class is only active in one direction and creates boredom for students. In the end, learning was deemed less effective in increasing students' understanding, because students were not directly involved in using learning media. Students can only see and observe learning media. So the class is not active, this also makes student understanding and student learning outcomes also less good. This certainly affects students' learning completeness in Indonesian language subject content.

The learning media previously used by teachers was considered less effective, so researchers wanted to introduce and conduct trials using other learning media. Appropriate learning media are media that can attract students'

attention, media that can make students more active in the learning process and good media are media that can increase students' understanding of the material.

Analysis of the material used is listed in the thematic book for grade 1 elementary school in theme 1 subtheme 2. The basic competencies and indicators for my body material include the following:

1. Basic Competencies; Determine vocabulary about body parts and five senses and their care through short texts (in the form of pictures, writing, simple slogans and/or song lyrics)
2. Indicators; (1) Match the pictures and words of body parts correctly. (2) Use vocabulary about body parts appropriately in spoken or written language.

The next stage is to carry out a pre-test, this is done before implementing learning activities that do not yet use Spelling Pulse media. Meanwhile, the post-test was carried out with learning activities that used the developed media. Detecting the correctness of the student's answer to the problem will be assessed by the number of letters that can be arranged correctly. Based on the pre-test learning completeness score, it is converted from student learning result test data. Thus, the level of achievement of the criteria for completeness of student learning outcomes during the pre-test falls into the poor category, so there is a need for learning innovation to be able to carry out the learning process more effectively.

After implementing the learning using the spelling puzzle media, the researcher carried out another test to see feedback from the use of the spelling puzzle media. Carrying out this test is also to see an increase in student learning completeness. From the results of the above calculation of student learning completeness, information can be obtained that students who completed the study increased rapidly to 19 students or 95%. Only one student did not get a score that exceeded the minimum KKM limit.

Based on the criteria for completeness of learning outcomes proposed by Sofnidar & Yuliana (2018), the level of achievement of learning outcomes of 95% falls into the very good category. and falls into the very good category. Thus, the puzzle learning media can be considered effective and suitable for use in learning Indonesian on my body material for grade 1 elementary school students.

During Indonesian language learning which took place using spelling puzzle media, researchers saw that students were very enthusiastic and interested in this media. This can be seen from the enthusiasm of students who want to try spelling puzzle media, students also look happy and do not feel bored while learning is taking place. Students can also understand and be able to assemble puzzles well and correctly.

The use of spelling puzzle media can fulfill the availability of learning media that can increase effectiveness, efficiency and interest in learning Indonesian in achieving educational outcomes that have been determined in the applicable curriculum. With this learning media, it is hoped that it can strengthen the interaction process between students and teachers, students and their environment, and can improve the quality of learning.

The increase in student learning outcomes also occurs in classroom use which shows the average value of student learning outcomes in learning using lecture learning media and the average value of student learning outcomes in learning using spelling puzzles. The increase in student learning outcomes shows that the spelling puzzle media is effectively used to increase students' understanding of Indonesian language subject content, especially regarding students' mastery of vocabulary.

One of the factors that influences this is that students are more interested in learning and finding out about my body. This media applies games by arranging letters into words and matching them with pictures. So students are challenged to learn so they can complete games on this media. The next factor, spelling puzzle media used for learning and playing can train students' ability to solve problems. The benefit of using spelling puzzle media is that it improves children's problem solving skills.

## **CONCLUSION**

Based on the description of the results of the research carried out by the researcher in the previous section, it can be concluded that spelling puzzle media can be used to increase student learning completeness related to vocabulary understanding in students' Indonesian language subject content, which is indicated by increasing student learning completeness. Students' learning completeness before using spelling puzzle media was only 30% and after the learning process using spelling puzzle media the percentage of students' learning completeness increased to 95%.

Based on the research findings above, the researcher recommends that schools provide additional skills to be able to create various alternative forms of learning media for the teaching and learning process. Teachers are expected to be able to create innovative and simple learning media that can increase students' interest in lessons, make it easier for students in subjects that are considered difficult, and apply existing media in subsequent learning. For further research, spelling puzzle learning media can be used for other subjects and research can be carried out using different strategies so that other learning alternatives can be found which aim to help students' learning process.

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