THE EFFECT OF USING WORDWALL.NET ON VOCABULARY MASTERY OF SEVENTH GRADE STUDENTS AT MTSN 1 ACEH BARAT DAYA

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Abstract

The most important thing when learning a new language is to master a lot of the vocabulary of that language. The aim is to determine the impact of Wordwall.net on students' vocabulary mastery, and the results of this research can contribute to the development of education in the current digital era. This research used a quantitative method with a pre-experimental one-group pre-test and post-test design, the technique used was purposive sampling, the sample in this research was 30 class VII Digital students at MTs Negeri 1 Aceh Barat Daya. Data analysis in this study used the Statistical Package for Social Science (SPSS) with a normality test, paired difference test (paired sample t-test) and N gain Score test. Based on data analysis, the results of student scores in learning have criteria that are quite effective. Based on the t test output, the value obtained is sig = 0.001, which means it is smaller than 0.005. Therefore, the increase in scores from the pre-test to post-test is quite high. From the presentation of the results and discussion of the research, it can be concluded that the use of the wordwall.net platform in mastering digital understanding for class VII in English language learning is quite effective.

Keywords: Wordwall, Vocabulay, Technology, Learning

INTRODUCTION

nature towards the highest degree of safety and happiness. (Dewey, 2016) stated that education is a process of developing a person's abilities and personality which is carried out consciously and planned.. And the child's body, in kindergarten, parts of which cannot be removed to promote the perfection of life, the life of children who are educated according to their world. The success of improving education not only depends on the knowledge and skills of teachers, but also the extent to which teachers apply their skills in teaching practice. Apart from acting as a learning designer, teachers must be able to improve student skills that influence student learning success, especially in certain subjects that students consider difficult. Because by learning while developing skills, students gain knowledge and understanding and develop skills without easily forgetting, there by increasing interest in learning and making learning more meaningful.

Comprehension learning is an important element in learning English. Vocabulary is essential for studying grammar, structure and pronunciation (Suparmin, Kato, Dohra, & Park, 2017). Learning requires students to memorize and memorize in front of the class, usually using textbooks, spelling practice, and listening. Students are required to take notes when the

teacher explains (Yu & Altunel, 2018). This kind of phenomenon is still a traditional vocabulary teaching style. Almost all students assume it is boring and uninteresting because they have limited time and need to memorize a few words (Devanti, 2018). Therefore, students need various activities to expand their vocabulary and create interesting learning situations. The most important thing when learning a new language is to master a lot of understanding of that language. By having a lot of understanding, someone can easily communicate with native speakers both orally and in writing.

Therefore, learning media are all forms of tools or technology used in the learning process to help convey information, facilitate understanding, and improve students' learning experiences. The learning media can be print media, audiovisual media, electronic media, or a combination of various types of media. According to Yaumi, (2017), special learning media tools are used to convey the content of learning material. The use of technology in learning has become a very important topic in the context of education in today's era of globalization. One learning technology that is emerging and developing rapidly is the use of digital platforms to improve language skills, especially vocabulary in students. One digital platform that is widely used in learning is Wordwall.net.

Wordwall.net is a website that provides vocabulary learning through various games using the internet. Can be accessed on computers, laptops, smartphones, and interactive whiteboards. Teachers use it as an interactive way to build fun learning into classroom activities. When typing wordwall.net into the Mozilla or Google Chrome search engine field on the device, it will launch the wordwall.net homepage welcoming users. On the home page, a short advertisement is presented, simple steps on how to create an activity, and a list of ready-to-use templates. As a new user, the teacher will suggest automatically registering using email or creating a new account. This is the first step for teachers to create activities on this website.

Therefore, MTs Negeri 1 Aceh Barat Daya is one of the model schools located on Pendidikan Street No.56, Pantai Perak, Susoh sub-district, Southwest Aceh, this school is one of the schools that has been established since 1969 until now. The quality of education at this madrasa is very good, especially in terms of religious understanding, many achievements have been achieved at this madrasa and there are also many other fields, one of which is in the field of English subjects. The Wordwall.net learning media was chosen as a teaching medium by researcher because this media can provide an innovative and interactive learning approach for vocabulary mastery at MTs Negeri 1 Aceh Barat Daya. With the best accreditation, the school will prioritize effective and modern teaching methods. So that Wordwall.net allows for more interesting and customized teaching, increases student involvement in the vocabulary learning process, and can support the achievement of a high level of educational quality in the school.

Several previous studies have shown that the used of Wordwall.Net Media as an media in English Language Learning. Researcher Alpatikah, (2022) explains that wordwall.net can stimulate students' intrinsic and extrinsic motivation with its features, such as game templates, themes, feedback sections, and leaderboards because it consists of challenging content, curiosity, control and competition. Similar research is also available in (Fatimah, 2020). The title of the research is "Students' Vocabulary Acquisition "Through Word Wall at SMPN 44 Surabaya". This research was conducted on 40 grade 7 students of SMPN 44 Surabaya. He said that the introduction of the word wall had a positive effect in improving students' vocabulary mastery and further increasing their interest in learning English, especially online learning. The results of the pre-test, post-test cycle I, and post-test cycle II showed a significant increase. The test average was 60 in the pretest, 70 in the

posttest cycle I, and 93 in the posttest cycle II. Apart from that, Rahmayanti, Muhamad, La Udin, Nashihah, & Qomari, (2024), The Implementation of Wordwall Games in Vocabulary Learning researchers conducted direct observations involving ten students studying English Literature in Malang as research participants. The research findings show that using the Word Wall game as an effective learning tool improves students' pronunciation, memorization and sentence construction skills.

Therefore, this research conducted to explore the effects of Wordwall.net on seventh grade students' mastery vocabulary at MTs Negeri 1 Aceh Barat Daya. This research aims to review the impact of using Wordwall.net on students' mastery of understanding, with the hope that the results of this research can contribute to the development of education in the current digital era.

RESEARCH METHOD

This research used quantitative research methods through an experimental approach carried out at MTs Negeri 1 Aceh Barat Daya which is located on Pendidikan Street No. 56, Pantai Perak Village, Susoh District, South west Aceh. Sugiyono, (2017)suggests several forms of experimental design that can be used in research: Pre-Experimental Design, True Experimental Design, Factorial Design, and Quasi-Experimental Design. The type used in this research is a pre-experimental research design, namely One Group Pretest & Post-test.

One Group Pre-Test-Post-Test Study

O1 X O2

Information:

O1= Pretest X= Treatment O2=Post-test

The pre-experimental research population includes all subjects or objects to be studied. The population must be clearly defined to determine a representative sample. According to Sugiyono, (2020) , population is a general area consisting of objects/subjects with certain characteristics and features intended to be studied by researchers and conclusions drawn. From the statement above, the author determined the population in this study, namely class VII students of MTs Negeri 1 Aceh Barat Daya. The sample will be selected using a purposive sampling technique, a method of sampling where the researcher relies on his judgment to choose members of the population to be sampled based on certain characteristics or objectives. The researcher chose the purposive sampling technique to obtain a sample that is rich in information for an in-depth study. Selecting samples according to research questions and objectives, saving time, costs, and research resources. The sample chosen is one class VII Digital which will be given treatment. According to (Creswell, 2015) there are various types of samples, one of which is purposive sampling. In this sample, the researcher selected participants and research locations based on certain objectives and criteria per the research objectives. The sample was chosen deliberately to represent the characteristics of the population that wanted to be studied, therefore in this study, there were 30 students. 10 boys & 20 girls were used in class VII of MTs Digital Negeri 1 Aceh Barat Daya.

` The instruments used in this research were two instruments, namely treatment and measurement. The treatment instrument is a learning implementation plan and the measurement instrument used is a test in the form of questions on the material that has been taught. Data collection in this research took the form of a test on the effect of using wordwall on vocabulary mastery. The pre-test and post-test analysis results used the Statistical Package for Social Science (SPSS) to test the hypothesis (Hadi Ismanto & Pebruary, 2021). Hypothesis testing is useful for concluding whether a treatment is effective or not.

RESULT AND DISCUSSION

Wordwall.net is a platform that allows users to create and share games, applications and other learning content. According to Nila Wati Idrus, Dwi Yulianti, Ujang Suparman, & Zainal Abidin Arief, (2021) Wordwall is a website that can be accessed via a browser and can be used as a fun learning resource, media and assessment tool. In learning English at MTs Negeri 1 Aceh Barat Daya, researchers used Wordwall.net as a learning medium for students' vocabulary mastery.

In this research, the researcher was first asked to discuss the head of curriculum to ask permission from the head of kurikulum to be able to carry out research in one of the seventh classes at MTs Negeri 1 Aceh Barat Daya and at the same time the wakakurikulum also provided guidance and direction so that the research could run according to plan and smoothly. Then the head of curriculum was informed that the research would be carried out over four meetings. The research was carried out from May 21,2024 until May 25, 2024 completed in four meetings.

First meeting, greet, introduce and asked how students are doing and greet and interact with 2-3 students. Then explained and tell students the purpose of the researcher coming to school and give students an overview of the used of the Wordwall.net website, so that students understand for the next meeting. Next, the researcher gave pretest questions to measure students' initial abilities in mastering vocabulary. The pretest is a wrote test to assess students' vocabulary mastery before being given treatment. The results of this pretest will be initial data before treatment is given. Second meeting, provides an explanation of the material being taught, namely about Time, Family Member Vocabulary, Verb Vocabulary. Third meeting, Provided Treatment, namely the researcher provided treatment in the form of using the Wordwall.net platform to master students' understanding through a projector screen. During treatment, students are given vocabulary learning activities using the features available on Wordwall.net. Fourth meeting, implementation of the post test. At the fourth meeting, the researchers conducted a post-test to measure the increase in students' mastery of understanding after being given treatment. The posttest can use the same instrument as the pretest to see changes in students' abilities.

The explanation of the research findings focuses on the effect of using wordwall.net on vocabulary mastery in seventh-grade Digital. Researcher conducted this research in the seventh digital class at MTs Negeri 1 Aceh Barat Daya, totaling 30 students. To produce data, researcher conducted a pre-test and post-test. Then the data obtained is described in a table. This table has five columns, the first column shows the serial number, the second column shows the student's initials, the third and fourth columns show the pretest and posttest scores, and the last column shows the results of the pretest and posttest scores.

Table 1. The students' score Pre-test & Post-test

No	Initial's Name	Pre -test	Post-test	Gained Score
1	AD	76	88	12
2	AZ	80	92	12
3	ABA	60	88	28
4	AN	56	80	24
5	AHP	40	80	40
6	AZK	76	88	12
7	BVP	60	76	16
8	CIK	68	84	16
9	DNIS	80	92	12
10	FW	80	88	8
11	FF	80	100	20
12	FKA	52	84	32
13	GA	40	80	40
14	HF	80	96	16
15	IH	60	96	36
16	KU	56	80	24
17	MAF	52	76	24
18	MIW	80	92	12
19	NA	60	92	32
20	NAR	76	84	8
21	NS	60	84	24
22	PA	56	92	36
23	PZG	88	96	8
24	QHN	80	96	16
25	RN	52	68	16
26	SFR	84	100	16
27	TKR	72	92	20
28	TMR	64	76	12
29	ZEH	68	92	24
30	ZH	68	92	24
	Mean	66,8	87,47	20,66666667

Based on table 1, explains that the results of the pre-test and post-test in the seventh digital class show that the lowest pre-test score is 40 and the highest score is 88. The lowest post-test score is 76 and the highest is 100. The average score obtained -the average of the pre-test is 66.8 and the post-test is 87.47. After carrying out the pre-test and post-test the average score obtained by the teacher was 20.6. The average post-test score after students who had learned to use word wall was higher than the pretest average before being given treatment. Then, to explain the increase in the lowest pre-test and post-test scores, a score of 36 points was obtained and to see an increase in the highest pre-test and post-test scores of 12 points. So from this explanation, it can be concluded that increasing the pre-test score to the post-test is effective because it can be seen from the two differences in the increase in the two cases because the increase in score in the first case is more effective in the first case than in the second case.

Table 2. *Test of Normality*

	Kolmogorov-Smirnov[a]			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Pre-test	.160	30	.049	.935	30	.068
Post-test	.183	30	.011	.948	30	.153

a. Lilliefors Significance Correction

Based on table 2, it is the Shapiro-Wilk normality test, namely to find out whether the data under study is normally distributed or not, so from the table above it can be explained that the normality test has a normal distribution because the sig is obtained. (2-tailed) 0.068 in the pre-test and 0.158 in the post-test, which results explain that the significance is more than >0.05 so it can be said that if the sig value is greater the data is normally distributed.

Table 3. *Paired Sample Test*

Paired Samples Test

		Paired Differences					t	df	Significance	
		Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				One-Sided p	Two-Sided p
					Lower	Upper				
Pair 1	Pre-test - Post-test	-20.667	9.575	1.748	-24.242	-17.091	-11.822	29	<,001	<,001

Based on table 3, is the t-test output, a value of sig = 0.001 is obtained, which means it is smaller than 0.005 Thus, Ho is rejected and Ha is accepted. Based on the table above, it can be seen that there is a difference in the average value of -20.667. Therefore, the increase in scores from pre-test to post-test is quite high. The result of the significance value (2-tailed) is <0.001. With the Man Whitney test criteria being Sig < 0.05, the average change hypothesis is accepted and Sig > 0.05, the average change hypothesis is rejected. Based on the paired sample test table, the Sig value. (2-tailed) research is 0.001 < 0.05, meaning there is a difference in the results of the pre-test and post-test. Thus, it shows that there is a significant influence on vocabulary mastery. So the hypothesis (Ha) in this. research can be accepted. Namely, the influence of using word wall learning media in mastering vocabulary is quite effective. To ensure that the effect of using wordwall.net media in mastering vocabulary is effective enough, it can be explained in the N Gain Score Test table using SPSS in the following table

Table 4. N Gain Score

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Ngain_score	30	.33	1.00	.6330	.18289
Ngain_persen	30	33.33	100.00	63.3001	18.28937
Valid N (listwise)	30				

Based on the table 4, for the N gain score, the mean value obtained is 0.6330, so it is smaller than <0.7, so the category obtained is medium, then for the N gain percent, the mean value obtained is 63.3001, this value is smaller than <76%, so the interpretation of effectiveness is quite effective.

Learning English, especially vocabulary mastery by the teacher has gone well. However, to further arouse students' enthusiasm and motivation in learning, researcher used

wordwall media to increase students' vocabulary mastery at MTs Negeri 1 Aceh Barat Daya in the Seventh Digital class there are several students who already know a lot of vocabulary. However, to increase the vocabulary of students who have not mastered much vocabulary in this class, the researchers utilized the wordwall.net platform as a tool for learning media for vocabulary mastery.

Based on some of the data analysis above, it can be seen that the results of students' grades in learning have quite effective criteria based on the results of the data analysis that has been carried out and factors that influence the effective use of Wordwall net, including the various display features provided in wordwall.net attract student learning systems so that it appears that students are more active and obtain good results in learning. This platform provides various interactive activities that are fun and challenging, so that students are more involved in the learning process. Apart from that, wordwall.net also allows a teacher to track student progress and provide timely feedback so that a teacher can see any improvement in students' vocabulary mastery abilities at each meeting. The results of this research are in line with several other wordwall research results. (ROHMATIN, 2023) Using Wordwall-Based Educational Games to Improve Students' Vocabulary Skills in English Language Learning stated that the research results showed that there was an increase in students' vocabulary skills which had an impact on increasing student learning outcomes. As for Indah Rahmayanti et al., (2024) The Effectiveness of Using Wordwall as a Media for Evaluation of Arabic Language Learning. Class the results of Ha were accepted because after the hypothesis analysis was tested statistically the paired sample test obtained a significant value i (2i-tailed) i 0.000 < 0.05, so it can be concluded that the use of Wordwalli as a medium for evaluating Arabic language learning at MAN Kota Batu is effective. In this regard, Silvia & Wirabrata, (2021) in their research stated that the wordwall media, which was developed to improve the vocabulary skills of early childhood, is suitable for use in the learning process. The implication of this research is that the media developed in the form of wordwall media can be used by teachers to improve children's vocabulary skills. Thus, the researcher can conclude that the efforts made by the researcher in influencing the use of the wordwall.net learning media carried out in four meetings can improve students' vocabulary mastery and be quite effective.

CONCLUSSION

From the explanation of the results and discussion of the research above, using the Wordwall.net platform to master vocabulary in Digital Seventh-Grade English language learning is quite effective. This can be seen from the comparison of the research results of the pre-test scores and post-test scores of Seventh Grade Digital students. The alternative hypothesis result (Ha) was accepted, after the data and hypothesis analysis were tested using a paired sample statistical test with a significance value of 0.001 < 0.05, and could show that the effect of using wordwall.net on students' vocabulary mastery was quite effective.

From the results of this research, researchers assume that students' age and motivation determine the importance of students' vocabulary acquisition using the wordwall.net platform.

Judging from the average scores, all of them belong to a generation that is comfortable with digital technology so they are comfortable using wordwall.net to learn their activities.

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