

IMPROVING STUDENT'S ENGLISH VOCABULARY MASTERY USING THE SING AND PLAY METHOD IN CLASS 4 MIS BAITURRAHMAN BASILAM BL 2022/2023 ACADEMIC YEAR

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Abstract

This study was structured with the aim of increasing students' vocabulary mastery, increasing motivation and learning outcomes of English for 4th grade students of MIS Baiturrahman Basilam BL 2022/2023 Academic Year using the Sing and Play method. This type of research is Classroom Action Research (CAR). In this study, researchers applied research in three cycles. Researchers used two data collection techniques, namely: observation and tests. Data is classified in the form of qualitative and quantitative. Qualitative data were obtained from observations while quantitative data were obtained from student learning outcomes. The subjects of this study were 4th grade students at MIS Baiturrahman Elementary School, totaling 16 students. Data were analyzed and presented in tabular form. These results also simultaneously show that the use of the Sing and Play method can improve English vocabulary mastery and learning activity for 4th grade students at MIS Baiturrahman Elementary School.

Keywords : Methods, Vocabulary, Sing and Play, Learning Outcomes, Elementary School

INTRODUCTION

According to a pedagogic expert from the Netherlands, Langeveld, argued that the notion of education is a guidance given by adults to immature children to achieve a goal, namely maturity. Education itself teaches a science to someone who does not know that knowledge, education is the same as a performance system that aims to achieve the understanding that will be given (Adiatmana & Hassan, 2022). According to Ki Hajar Dewantara, educating is guiding all the natural forces that exist in children so that they as human beings and as a member of society can achieve the highest safety and happiness. At the education level from elementary to tertiary institutions, English is one of the subjects that has sufficient space in the field of education.

English language education focuses on learning to listen, speak, read, write as well as use English in various contexts such as communicating in business, presentations, writing articles, even drama performances. Of course you will also learn grammar too huh. English is one of the subjects that is quite important in education in Indonesia because English itself is a foreign language which has become a universal language to make it easier for us to talk to someone with a different language. Therefore, it is required to use an attractive and effective teaching materials for the students to be able to involve in the learning process effectively (Fahada & Tampubolon, 2022)

Elementary school is an effort to educate and print the life of a nation that is pious, loves and proud of the nation and country, is skilled, creative, virtuous and polite and is able to solve problems in their environment. Elementary school education is education for children aged 7 to 13 years as education at the basic level which is developed in accordance with educational units, regional potential, and socio-culture. MIS Baiturrahman Elementary School is an elementary school level that has a field of English knowledge to broaden students' language insights in accepting foreign languages. For children of primary school age it will be great when foreign language lessons begin by increasing vocabulary in addition to other skills such as speaking, writing, reading and listening, but the problem that arises is when students find it very difficult to memorize vocabulary in English. This may be because they are new to the language, and are used to their mother tongue. As we also know that elementary school-age children find it more difficult to focus on learning and get bored easily when learning what they find difficult for them to learn.

Therefore, to teach foreign languages to elementary school children, interesting media, techniques or methods are needed that integrate the learning process through Singing and Playing to make it easier for the child to grasp the material presented which unconsciously will make it easier for the child to add insight into the language. its english. In this case the research tries to apply several methods, namely Sing and Play where the child will be happy to receive the material presented.

Based on the above problems and the characteristics of the Sing and Play game which is very effective, the researcher believes that the Sing and Play game is able to solve the problems faced by students related to the weak student vocabulary and can even improve students' ability to understand English vocabulary. Therefore, researchers are interested in examining the use of Sing and Play in improving the vocabulary skills of fourth grade students of MIS Baiturrahman Basilam in the 2022/2023 Academic Year.

In this classroom action research (CAR), we used the Sing and Play method to improve students' vocabulary skills. The method used is the Sing and Play method which is able to train students' cooperation and attract their attention. This method is expected to be able to help students improve and add to their vocabulary in simple English.

Based on the description above, the researcher intends to conduct a study entitled: "Using the Sing And Play Method in Efforts to Increase Motivation and Learning Outcomes of English for Grade 4 Students of SD MIS Baiturrahman Academic Year 2022/2023".

In accordance with the problems above, this study aims to "find out whether the Sing and Play method can increase the vocabulary of grade 4 students at MIS Baiturrahman Basilam in English".

The purpose of this study is to increase motivation and learning outcomes in English for Grade 4 SD MIS Baiturrahman 2022/2023 Academic Year through the use of the Sing And Play method.

LITERATURE REVIEW

Definition of Method

One of the efforts made by the teacher to improve the learning outcomes of English vocabulary is to use an interesting method. The learning method can also be interpreted as a systematic way to carry out activities or learning activities whose purpose is to make it easier to achieve the desired learning goals.

The Singing and Playing Method is the delivery of teaching material by packaging the material with the rhythm of songs and also games that are liked or liked by students so that indirectly there has been planting of material in students. For this reason, the song is used as an intermediary tool in instilling social knowledge in the child's body and soul, including playing while learning will foster feelings of joy in students so that they are constantly waiting for the next lesson because they feel interested. Because songs and games will grow children's emotions. Usually when emotions grow, students' memory of teaching material will last a long time.

The singing method is a learning method that uses songs that are sung. Usually the poems are adapted to the material that will be taught by the teacher. According to some experts, singing makes the learning atmosphere cheerful and passionate so that children's development can be stimulated more optimally. (Fadlillah, 2012:175).

The nature of the songs and games here is to help children understand the material and be able to memorize a vocabulary that will be practiced directly in communicating at school or outside of school.

The game method is a way of presenting subject matter through various forms of game activity to create a fun, serious but relaxed atmosphere so students will learn happily (Saefudin, 2012; Sutikno, 2014)

Through the singing method, students are expected to be able to improve the pronunciation of vocabulary properly and correctly. By using songs that students are familiar with, the teacher changes the song lyrics to the English vocabulary according to the material. Through this method students will be happy and at the same time easily memorize English vocabulary and will not make students bored or feel afraid and burdened with English subjects.

Definition of Games

Game is an English word which means game or competition, or it can be interpreted as a structured activity that is usually done for fun. According to Anggra (2010) a game is something that can be played with certain rules so that someone wins and someone loses, usually in a non-serious context with the aim of refreshing.

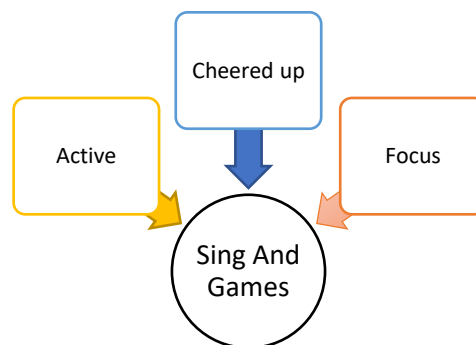
Andrew Wright, David Betteridge and Michael Buckby in their book *Game for Language Learning* (2006) reveal that games are activities that are entertaining and interesting, often challenging, and an activity in which students play and usually interact with others. That means they think that games are interesting, because games are able to make students enthusiastic to play them, sometimes games are challenging because when

students play games they have to win in the game, and it's also entertaining because students are happy and enjoy playing. and interact with one another.

From the explanation above it can be said that games are fun activities, which can be done in the classroom as plans and tricks, so games are able to entertain students, and can also make the learning and learning process fun, especially for students and teachers.

Learning English at MIS Baiturrahman Basilam Public Elementary School seems monotonous, uninteresting and causes students to become sleepy, not interested in being active in learning. Students are lazy to ask questions, lazy to do assignments, and lazy to listen to the teacher's explanation. There are also many assignments to do at home that are not completed alone. During the learning process students are more passive. This condition shows that students are less interested in participating in learning.

Therefore it is necessary to change the learning process to further increase students' interest and reduce students' reluctance to learn English. Learning English can be done with the game method. This process is more fun and more interesting for students to participate in the learning process, teaching each other group partners determines the value of the group. Students are more active in the learning process, students participate more in the learning process, discuss material with partners, practice working on questions, and so on. In the end it can increase interest in learning English. Based on the description above, the framework for thinking in this class action research can be described as follows :



METHOD

This type of research is Classroom Action Research (CAR) in learning english in grade 4 MIS Baiturrahman Elementary school, Wampu district, Langkat Regency. This lesson focuses on mastering English Vocabulary. The researcher conducted a class action in which each cycle consisted of 4 stages, namely: planning, implementation, observation, and reflection. The implementation of the action was carried out in three learning cycles, respectively The cycle consists of four meetings.

The time used by researchers for this research was carried out less than the date of issuance of the research permit more than 4 (four) months. The place of this research is in the school environment, especially in class 4 Mis Baiturrahman Basilam B, Wampu District, Langkat Regency.

The subjects of this study were grade 4 students at MIS Baiturrahman Elementary School in the 2022/2023 academic year. There are 16 students consisting of 9 male students and 7 female students. Classroom action research on learning English using the Sing a Song method.

Research variables are everything something in any shape determined by the researcher to be studied in order to obtain information about things is then drawn the conclusion (Sugiyono 2012, p. 60).

1. In this study there is one variable, as follows:
2. Increasing teacher mastery of using the Sing and Play learning method
3. Improvement of students' skills in learning takes place.
4. Improved student memory is much more durable.
5. Student activeness in learning English
6. Improving student learning outcomes in learning English in mastering vocabulary
7. Student learning outcomes increased in mastery of listening to English vocabulary
8. The technique used in collect data by means of tests and observation. Each one resolved as follows:

The technique used in collect data by means of tests and observation. Each one resolved as follows:

1). Test

The test given to students is a test of English vocabulary mastery for students in the answer sheets that must be done by students at the end of each cycle. This test is used to determine the ability to master English vocabulary.

2.) Teacher Observation Sheet

Teacher observation sheet displays the activity of the teacher in evaluation of learning, observation sheets filled in by the observer on each learning activities take place.

3.) Student Observation Sheet

Observation sheets for students namely about student activity in class in following the lessons, sheets This observation is also filled in by each observer face to face with students or at that time learning activities take place.

Data analysis carried out in this study is a descriptive analysis technique which includes quantitative data and qualitative data. Data Quantitative obtained from learning outcomes students while the qualitative data was obtained from the results of observations. This data analysis was carried out from scratch until the end of the implementation of the action learning in each cycle.

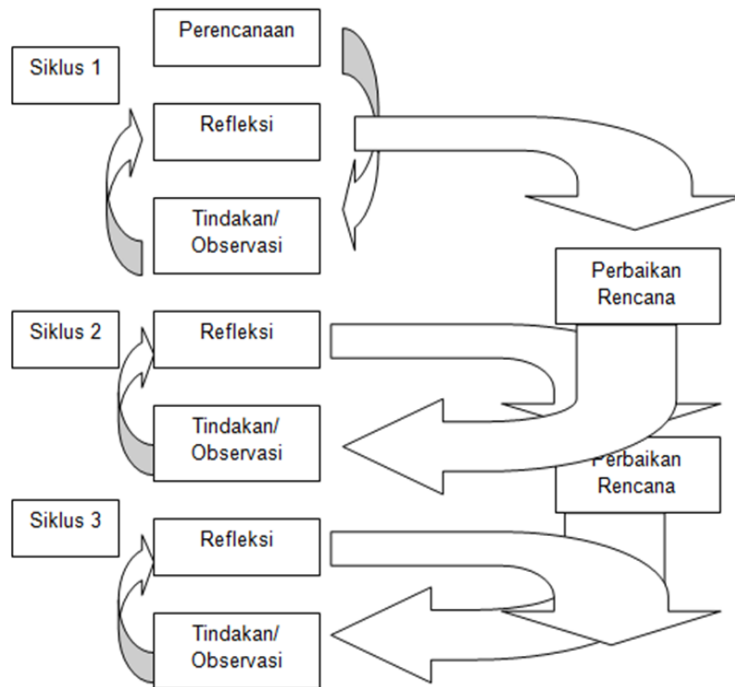
Data analysis from the results of observations used by the author in this study is to use descriptive analysis techniques that include quantitative data and qualitative data. Data Quantitative obtained from learning outcomes students while the qualitative data was obtained from the results of observations.

This data analysis was carried out from scratch until the end of the implementation of the action learning in each cycle. data that obtained consists of the ability of the teacher designing lesson plans, teacher's ability to carry out activities learning, student activity and results student learning in learning, with using the Sing A Song learning method on learning English in an effort to improve vocabulary mastery in grade 4 Elementary School MIS BAITURRAHMAN, District Wampu, Langkat Regency. Data processed and presented qualitatively descriptive. In activities, the author can confirm teacher performance data and outcomes student learning through reflection activities on at the end of each cycle.

Classroom Action Research was first introduced by Kurt Lewin which was stated in one cycle consisting of four steps, namely:

- a. Planning
- b. Action or action
- c. Observation
- d. Reflection

These four steps can be described as follows :



RESULT AND DISCUSSION

The research that has been done consists of three cycles. This is according to plan research that has been set is learning improvement. This classroom action research aims to improve learning outcomes students in learning English to master vocabulary using the sing and play learning method. At the beginning of the activity begins with greetings, pray, check student attendance, doing ice breaking, and conveying learning.

One of the tools to achieve learning goals and facilitate the learning process is to use a good and interesting method, this aims to invite students' interest in learning English. Because learning methods have a very important role in the field of education for purposes of learning activities.

Table 1. Data from observations of student learning motivation for three cycles

No.	Aspects/Indicators	Cycle I		Cycle II		Cycle III	
		Students	Presentase	Students	Presentase	Students	Presentase
1	Enthusiastic	9	56%	5	31%	13	81%
2	Consentration	7	43%	8	50%	11	68%
3	Volition	8	50%	6	37%	12	75%
4	Liveliness	10	62%	9	56%	14	87%
5	Awareness	10	62%	8	50%	11	68%

Based on the table above, the percentage of students' learning motivation using the learning method of singing and playing in cycle I on the enthusiastic aspect consisted of 9 students with a percentage of 56%, concentration of 43% with 7 students, willingness of 50% with 8 students, activeness of 62% with 10 students, and 10 students in the awareness aspect of 62% with the category still not good. So it still needs to be improved in cycle II. The results of the implementation of the second cycle of action decreased from the first cycle. In the enthusiastic aspect it became 31% with 5 students, 50% concentration with 8 students, 37% willingness with 6 students, 56% activeness with 9 students, and 50% awareness with 8 students. The researcher then continued the research cycle III. The results of cycle III can be said to be good because there was a very good increase from cycle II where the enthusiasm aspect increased to 81% with 13 students, concentration 68% with 11 students, willingness 75% with 12 students, activeness 87% with 14 students, and awareness at 68% presentation with 11 students.

Researchers carry out actions by making improvements for improvement starting from the implementation of cycle I to cycle III. So that with the sing and play method applied by the researcher, the student's learning motivation has increased. However, the researchers did not stop there, the researchers re-observed to find out student learning outcomes in three cycles.

Here the researcher presents a comparison of the proportions of completeness of learning outcomes students from the initial conditions/pretest, cycles I, II, and III in table 2. Table 2. Comparison of the Completeness Percentage of Language Learning Outcomes english Of The Initial Conditions, Cycle I, II, III.

Table 2. Data on student learning outcomes in cycles I, II, III

No	Criteria	Cycle		
		Cycle I	Cycle II	Cycle III
1	Average value	63	58	77
2	Absorption	63%	58%	77%
3	KKM	75	75	75
4	Completeness	83%	71%	100%

Based on the table above, it is known that the learning outcomes of students in learning English using the learning method of singing and playing in cycle I amounted to averaged 63, it is known that students who passed the KKM (Minimum Completeness Criteria) in cycle I were 5 out of 16 students, the score is still in the good category. However, the researcher found that the implementation of learning still had deficiencies in the implementation of learning so that the researcher decided to carry out remedial actions in cycle II to correct deficiencies in the previous actions and to achieve maximum learning implementation.

While in cycle II the learning action decreased. In cycle II students decreased from an average score of 63 to 58 with students who passed the KKM (Minimum Completeness Criteria) in cycle I as many as 3 out of 16 students. This is because students are less active, engrossed in playing alone and do not pay attention to the teacher. Besides that, based on

observations made during the implementation of learning, researchers still find that the implementation of learning is also still not optimal and there are still deficiencies in the implementation of learning so that researchers decide to take corrective actions in cycle III to correct deficiencies found in previous actions and to achieve optimal learning implementation. maximum.

In the implementation of cycle III there was an increase in learning. Deficiencies in previous learning are minimized so that the implementation of learning is achieved with an increase. Students look more active, happier, enthusiastic, and can follow the learning well. Data on the assessment results of cycle III revealed that the percentage of students who passed when compared to cycle II, in cycle III increased from 58 to 77 with the number of students who passed the KKM (Minimum Mastery Criteria) in cycle III as many as 10 out of 16 students.

Based on the implementation of action research using the singing and playing method in learning English for grade 4 students carried out from cycle I to cycle III, it can be seen that students' responses during learning took place. When learning using the singing and playing method takes place, students become enthusiastic and interested, passionate, active and don't feel bored. But there are also some students who are less enthusiastic because of the different characteristics of students. Some students feel confused and have difficulty following the lesson because of differences in cognitive abilities, because in grade 4 students there is a high gap between students with low cognitive abilities and students with high cognitive abilities.

CONCLUSIONS AND SUGGESTIONS

Based on the results of the research that has been carried out, it can be concluded that the application sing and play method in learning English in grade 4 of MIS Baiturrahman Elementary School can increase student learning activity and can increase student motivation. There is an application of the sing and play learning method in cycle I there were several deficiencies so that it was necessary to make improvements in cycle II, but in cycle II it decreased, so the researchers made repairs again to correct deficiencies in cycle III. After the repairs were carried out, there was an increase in cycle III in the form of the percentage value of student activity which increased to 83% (very good category). As for the improvements made in the form of giving reinforcement to students so they are brave in expressing opinions and answering questions, encouraging students to pay close attention to whoever is presenting it opinions, motivating students to be active by giving praise or appreciation to students, giving students the opportunity to freely express their opinions.

Suggestions in this study are as follows:

1. For teachers who will using the sing and play method should practice using various types of musical instruments and also choose what type of game you want to do, by adapting the song to the game. Teachers should be diligent in giving motivation and enthusiasm for students to be active in learning,
2. For students to prepare English learning tools like English dictionary, practicing pronunciation diligently, and correctly,
3. For researchers should look for a lot of references teaching method with songs add insight for development broader, objective learning, because each student has

different abilities, practice using various types of musical instruments, must be able to sing songs that are known students,

4. Schools should provide opportunities for staff teacher to develop methods innovative learning, is needed Adequate facilities to support learning.

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