

The Effect of Using Spelling Bee Games to Improve Students' Vocabulary Mastery In Using ICD 10 Chapter XVIII and XXI at APIKes IRIS Padang

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Abstract— Vocabulary has become the key aspect in learning language and it should be introduced through an interesting way. One way to mastery it is through Spelling Bee game. In line with that Lewis and Hill (“1998) stated that student will not achieve success in learning unless they enjoy the process will influence their achievement. Petty, Walter, and others (1967) mentioned that the problem in teaching vocabulary is that sometimes the words taught to students are not understood by the students although the words are useful in their daily lives, or sometimes the words are understood by the students but unnecessary for their daily life. The teacher should consider teaching the words that are useful for student .This study entitles *The Influence Of Spelling Bee Games To Improve Students' Vocabulary Mastery In Using ICD-10 Chapter XVIII and XXI At Apikes Iris Padang* discovers the effectiveness of the use of Spelling Bee in teaching vocabulary. The sample is given Spelling Bee treatment that was adopted from Stone (2010). The data of this study are obtained through a post test. the post- test is given in the form of spelling test. The data from the post test are analyzed statistically using SPSS 20 for windows. The result shows that the lowest score on the post test is 30.00 Meanwhile, the highest score is 95.00. The range of scores was 65.00. Dealing with central tendency, the average score is 69.9231 and the midpoint fell on 75.0000. Then, the table also presents standart deviation which indicates the average variability of the scores from mean is 1.58482E. From the post –test result it can be seen student really influence by the spelling be game.

Keywords: Vocabulary; Spelling Bee; ICD 10.

I. INTRODUCTION

Studies in vocabulary is the main point in learning English. According to [5] the student needs to learn large number of words since it is useful for them because learning vocabulary is not a short term period. Moreover, Cameroon[1] stated that the foundation of learning a foreign language is building up a useful vocabulary. Vocabulary helps people, not only students, to build sentences for communication between people because learning English is a continuous process from Elementary school until the student goes to the University.

Teaching vocabulary is not easy. Not only the student has to know the words, but they also have to know the meaning of the words. [9] mentioned

that the problem in teaching vocabulary is that sometimes the words taught to students are not understood by the students although the words are useful in their daily lives, or sometimes the words are understood by the students but unnecessary for their daily life. Thus the teacher should consider teaching the words that are useful for student.

In this study, the researcher used ICD-10 Chapter I as learning material since first Semester students are introduced to this major as a medical record at Apikes Iris Padang. Chapter I introduce “Certain infectious and Parasitic diseases “ is commonly appear in coding system. Based on student final task this chapter is always have high persentage used as their material resourses. ICD stands for the International Classification of Diseases and R, and its codes

hold critical information about epidemiology, managing health, and treating conditions. Healthcare professionals use ICD codes to record and identify health conditions. Public health workers can use the recording of ICD codes to see trends in health and track morbidity and mortality. And insurers use ICD codes to classify conditions and determine reimbursement.

Spelling Bee game can be used as alternative activity in teaching vocabulary. Besides, it is a good alternative game to enrich student vocabulary. [12] defined Spelling Bee as a competition which requires the contestant to spell words [4]. Students will get some advantages from this game. One of the benefits from this game is helping students to memorize the correct spelling words [8]

However, there were still few studies investigating Spelling Bee as alternative activity in the classroom. Recent publications, which are based on a paper published in Tarbiyah and Teacher Training Faculty of State Islamic University Raden Intan Lampung, Rahmawati (2018), mainly concerned about the influence of spelling bee games to improve students' vocabulary mastery of eighth grade of SMP N 2 Gadingrejo

Therefore, this study focuses on the effectiveness of spelling bee in teaching vocabulary and the student perceptions toward spelling bee.

Vocabulary

There are many definitions of vocabulary. Vocabulary is considered as one of the important components of language knowledge. Horwitz (1988) found that a large number of ESL students completing their questionnaire either agreed or strongly agreed that the most important part of learning a foreign language is learning its vocabulary. Also, research has shown that lexical errors tend to impede comprehension more seriously than grammatical errors and native speakers judge tend to consider lexical errors as more serious than grammatical ones [3]. As far as vocabulary knowledge is concerned, one of the cases which can lead to misunderstanding among EFL learners is lack of knowledge of collocation phrases.

[13] states that the more we consider the matter the more reasonable it means that lexis is the starting point that the syntax needs to put in the service of words and not the other way round. [5] pointed out that vocabulary correlates with the

holistic assessment of writing and general proficiency is the best predictor of reading comprehension. Concerning the importance of vocabulary in speaking abilities, [7] proposed that memorized lexical units play an important role in learner's production both at the early stages of language acquisition and at the more advanced stage. On the other hand, [3] explored the extent to which both native and non-native speakers use lexicalized language in performing various tasks.

Based on Oxford Advanced Learner's Dictionary, Vocabulary means all the words that a person knows or uses. The American Heritage Dictionary defined vocabulary as "the sum of words used by, understood by, or at the command of a particular person or group". Another definition comes from Cameron [1] who stated that vocabulary is ".....development of words, their meaning and the links between them....."

Spelling Bee

Spelling Bee is defined as a competition which requires the contestants to spell words [4]. Actually, Spelling Bee has been part of American culture for a long time. The participants of Spelling Bee have to be children who have already been studying spelling usually in elementary and middle school (Williams, 2008). Spelling Bee was getting more popular after Webster's death in 1843 (Monaghan & Barry, 1999)

[8] stated one of the advantages of spelling Bee is this game once has been used as an activity or contest to motivate the students, and it was perceived as an opportunity for good spellers to display of memorizing words with correct spelling

Kichura (2008) stated that Spelling Bee helps students encourage their Spelling Bee words, as well as to learn how to compete with one another. When students feel encouraged about their ability of spelling words, it means they will increase their vocabulary which will help in understanding the text, especially descriptive text. In short, spelling Bee is one of the interesting games for teaching vocabulary. Spelling Bee helps students learn the pronunciation and know more vocabulary better than before

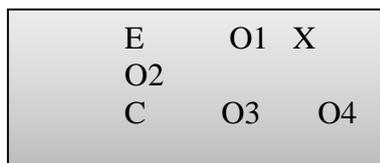
The objective of the research was to know whether there is any influence of using Spelling Bee games to improve students' vocabulary mastery in using ICD-10 Chapter XVIII and XXI

at Apikes Iris Padang. The benefit of the research can improve student vocabulary mastery in using ICD-10 and also the students are familiar with vocabulary that used in ICD-10. and farther more the student are easily to find coding that used in ICD-10 because they mastery in vocabulary in ICD-10.

II. METHOD

The design of this research was Quasi-Experimental Design involving two groups of classes. One group would be treated as the experimental class and other groups would be treated as the control class. In experimental class, the researcher would apply Spelling Bee game in teaching vocabulary while in control class uses the conventional teaching method.

The researcher used pre-test and post-test design in both experimental and controlled class. The aim was to find out of the using of spelling bee game in teaching student vocabulary. to get significant effectiveness by comparing the pre-test and post-test both of experimental class and controlled class. This was a model of Quasi-Experimental Design, exactly Non-equivalent Control Group Design :



Explanation :

E: Experimental class

C: Controlled class

O1: Result of Pre-test (in experimental class)

O3: Result of Pre-test (in controlled class)

X : Treatment that will be given for experimental class by using spelling Bee Game

O2 : Result of Post-test (in experimental class)

O4 : Result of Post-test (in controlled class)

(Sugiyono,2015)

Based on the figure above there were two classes which were divided into experimental class and controlled class. Both of them will do pre-test (O1 and O3). The pre-test will be given in order to get to know students prior knowledge before giving the treatment. Next, the treatment (X) will be applied to the experimental group and post-test

(O2 and O4) will be given to both groups. Post-test was applied in order compared to see the improvement.

Research Variable

There are two variables of this experimental research. They were the independent variable and dependent variable: Firstly, the independent variable was spelling Bee Game, which was the teaching aid that helped the student to enhance their English, especially in vocabulary. Secondly, the dependent variable was the student's vocabulary. This research showed that Spelling Bee Game affected the student's vocabulary mastery or not

Population and Sample

According to [1] the population is the total member of research respondent, while the sample is a part or representation of populations that are researched. The population of this research would be taken from the student of Apikes Iris Padang in Academic year 2018/2019. The total numbers of the population were 201 students, consisted of 3 classes. The technique sampling used in this research was purposive sampling. The researcher would take two class as the sample to get representative data. The researcher would take two classes as a sample and divided into two groups, experimental class, and controlled class. The researcher will take the first semester A 25 student as an experimental class and B. Consisted of 25 students as the controlled class.

After the pre-test and post-test, the next step was analyzing the output data. The output data were analyzed using an independent t-test to determine whether there is a significant difference between the means of the sample before and after treatment.

The pre-test and post-test were given to know students' achievement in vocabulary mastery in using ICD- 10 chapter I before and after giving the treatment. The result of the pre-test and the post-test as following.

Pre – test and Post – test Score of Students

TABLE.1
Pretest and post test

No.	Name of the students	Pre-Test	Post-Test
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1	APK	55	75	Maximum	80.00	
2	AA	40	65	Range	75.00	
3	AP	65	85	Interquartile Range	20.00	
4	AT	40	70	Skewness	-.975	.297
5	AS	20	60	Kurtosis	.228	.586
6	AZP	65	85	Mean	69.9231	1.96573
7	AYP	30	50	95% Confidence Interval for Mean	65.9961	
8	AD	75	85	Lower Bound		
9	AFH	25	45	Upper Bound	73.8501	
10	AF	35	55	5% Trimmed Mean	70.8333	
				Median	75.0000	
				Variance	251.166	
				Std. Deviation	1.58482	
				Minimum	30.00	
				Maximum	95.00	
				Range	65.00	
				Interquartile Range	20.00	
				Skewness	-.875	.297
				Kurtosis	.106	.586

The analysis of Pre- test Score
Range (R) = Highest Score- Lowest Score
= 80-5
= 75

The analysis of Post- test Score
Range (R) = Highest Score- Lowest Score
= 95-30
= 6

III. RESULT AND DISCUSSION

After collecting data by conducting treatments, pre-test, and post-test, the result is displayed in the following section.

TABLE.2
Statistic of Pre-test and Post –test

Descriptives

	Statistic	Std. Error
Mean	54.4615	2.27106
95% Confidence Interval for Mean	49.9246	
Lower Bound		
Upper Bound	58.9985	
5% Trimmed Mean	55.4915	
Median	60.0000	
Variance	335.252	
Std. Deviation	1.83099	
Minimum	5.00	

The table above shows that the lowest score of the post-test that is 30.00. Meanwhile, the highest score is 95.00. The range of scores was 65.00. Dealing with central tendency, the average score is 69.9231 and the midpoint fell on 75.0000. Then, the table also presents standard deviation which indicates the average variability of the scores from mean is 1.58482E. From the post –test result it can be seen student really influence by the spelling bee game.

The student realize and memories every single spelling of several difficult vocabulary such as CHOREA, RHEUMATIC, CARDIOMYOPATHY, etc. They know the right spelling. Although in their pre test and post test questions given in Bahasa but the student should find the word in their ICD-10 in English. As we know ICD-10 is written in English so the student should mastery the vocabulary and they need to know how every single word written in English.

Spelling bee helps student in improving their vocabulary mastery. Spelling bee is one of a vocabulary. There are three important things of

student' perception spelling bee games in learning ICD-10 chapter I:

Spelling bee helps students improve vocabulary mastery in using ICD -10

Spelling Bee brings students a fun way learning for several difficult vocabulary in Using ICD -10

Spelling bee encourage student motivation in learning vocabulary in using ICD- 10

Lewis (1999) who stated that games and variation to the lesson and increase motivation by providing a plausible incentive to use the target language. In addition, games are highly motivating activity because of amusing and also challenging (Ersoz,2000). Usually, games provide the meaningful and useful language in real context.

IV. CONCLUSION

Previously, the study on the effectiveness of Spelling Bee has been conducted by some researchers. This study confirms the findings of those studies that the Spelling Bee give positive impact to students, especially in learning vocabulary [10] in terms of the effectiveness of Spelling Bee in learning vocabulary, the result of post-test shows that the mean score of the spelling Bee is higher. In term of students' perception toward the Spelling Bee game, the post -test result shows that most of the students

Based on the conclusion that has been stated above , the research would like to give some suggestions as follows For the Lectuer, The research found out that spelling bee could increase students vocabulary mastery. It can be done by providing stimulators such as the list of the questions. It will help the lecturer make the students understand faster. It means that using spelling game is suitable for teaching process that can be applied in understanding and mastery ICD-10 vocabulary for student in first semester At Apikes Iris. For the students Based on the result was conducted , the research suggested, the students should learn harder and seriously to develop their vocabulary. The student had to pay attention and memorize the words in the learning process because English subject need many vocabulary and also in ICD-10 use full English. The student should practice their English regularly to improve their vocabulary mastery especially in using ICD -10 .

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