



## APPLICATION OF THE GAME *SCRABBLE* TO IMPROVE ENGLISH VOCABULARY IN EARLY CHILDREN

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### Abstract

The Kindergarten Assalam 1 Sukarame Bandar Lampung faces the issue of low English vocabulary skills. To address this, Scrabble was introduced as a game-based learning tool to enhance their English language skills. The research employed Classroom Action Research (CAR) using the Kemmis and McTaggart model, which includes planning, implementation, observation, and reflection stages. The study was conducted in two cycles, each consisting of four meetings. Data collection methods included observation, interviews, and documentation. The findings showed that Scrabble effectively facilitated English learning in early childhood, creating a lively and engaging learning environment while stimulating various learning opportunities. Initial observations indicated that the children's vocabulary skills were below the expected standards. However, after the first cycle, their skills improved to the "Starting to Develop" category. By the end of the second cycle, their vocabulary skills had further increased to the "Developing According to Expectations" (BSH) category. In conclusion, the use of Scrabble significantly improves English vocabulary skills in early childhood at Kindergarten Assalam 1 Sukarame Bandar Lampung.

**Keywords:** Early childhood; English; vocabulary; game; Scrabble.

### Introduction

Implementation is carrying out or carrying out an activity. Application is an act of putting into practice a theory, method and other things to achieve a certain goal and for an interest that has been previously planned and arranged (Muspawi et al., 2020). Game *Scrabble* is an activity involving word recognition. According to Pyatt, *Scrabble* takes the educational value of crosswords to the next level. *Playerscrabble* can improve their vocabulary every time they play, look up words in the dictionary, or receive exposure to previously unknown words used by opponents. Teachers can also narrow and focus the vocabulary used so that it fits within the particular theme or rule they are studying. In this way, memory and recall also come into play. Game *scrabble* can increase vocabulary due to the game strategy (Yualdi et al., 2013). Vocabulary is a very important thing for a person to have, because vocabulary plays a role in forming sentences, expressing thoughts and feelings verbally and in writing (Wulan, n.d.). English is an international language that has an important role in life because it has become an obligation to learn this language and is widespread among various levels of students and the general public (Susini et al., 2021).

It can be concluded that the Application of the Game *Scrabble* "To Improve English Vocabulary in Early Childhood" is an act of practicing a theory, method, and other things to achieve certain goals and for an interest that has been planned and arranged in advance. With games *scrabble* can increase vocabulary due to the game strategy. This can improve children's English vocabulary skills.

Law Number 20 of 2003 Article 1 paragraph (1) concerning the Education System explains that education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble morals, and skills needed by himself, society, nation and state (Efiawati et al., 2021).

Education has an important role in determining a child's development, education is also stated in the Koran, Surah At-Taubah, verse 122, namely: (Al-Qur'an & Translation, 2019)

﴿وَمَا كَانَ الْمُؤْمِنُونَ لِيَنفِرُوا كَآفَّةً فَلَوْلَا نَفَرَ مِن كُلِّ فِرْقَةٍ مِّنْهُمْ طَائِفَةٌ لِّيَتَفَقَّهُوا فِي الدِّينِ وَلِيُنذِرُوا قَوْمَهُمْ إِذَا رَجَعُوا إِلَيْهِمْ لَعَلَّهُمْ يَحْذَرُونَ ۝ ١٢٢﴾

It means: *It is not proper for the believers to all go (to the battlefield).*

*Why not go from each group among them some people to deepen their knowledge of religion and to warn his people when they have returned to him, so that they can take care of themselves. (Q.S At-Taubah verse 122)*

Education is the basic capital for preparing a quality generation that can develop its potential optimally. Education plays an important role in the development process of various aspects of a child. In fact, for Muslims, education is the first thing that Allah taught the Prophet Muhammad through the letter Al-Alaq verses 1-5 which was first revealed to the Messenger of Allah SAW which reads as follows: (Al-Qur'an & Terjemahan, 2019)

أَقْرَأَ بِأَسْمِ رَبِّكَ الَّذِي خَلَقَ ۝ ١ خَلَقَ الْإِنْسَانَ مِنْ عَلَقٍ ۝ ٢ اقْرَأْ وَرَبُّكَ الْأَكْرَمُ ۝ ٣ الَّذِي عَلَّمَ بِالْقَلَمِ ۝ ٤ عَلَّمَ الْإِنْسَانَ مَا لَمْ يَعْلَمْ ۝

*It means: "1. Read by (saying) the name of your God who created, 2. Him has created man from a clot of blood, 3. Read, and your Lord is the Most Glorious, 4. Who teaches (man) with a pen, 5. He teaches man what he does not know." (QS. Al-Alaq Verse 1-5).*

From the Al-Quran verse above, it can be concluded that education is very important, so Allah SWT promises privileges to anyone who prioritizes education. Education is an effort that is deliberately chosen to influence and help children with the aim of improving their knowledge, body and morals so that they can slowly lead children to their highest goals and aspirations. Apart from that, education is an effort to help children to be able to carry out their life tasks independently and responsibly and education is an effort by adult humans to guide immature humans towards maturity. Ki Hajar Dewantara, as the father of Indonesian National Education, said that education is a requirement in the lives of growing children. The purpose of education is to guide all the natures that exist in these children so that they can achieve safety and happiness (Sugiarta et al., 2019).

It can be concluded that education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential and basic capital to prepare a quality generation that can develop their potential optimally. So that the child can have a happy life and what he does can be beneficial for himself, society, nation, state and religion. Law Number 18 of 2018 Providing Early Childhood Education Services in article 1 number 1 confirms that "Early childhood education is education provided to children aged 0-6 years through providing various stimuli to help growth and development both physically and spiritually so that ready to undertake education at the next level (Aulia et al., 2021).

Early Childhood is an individual who is experiencing a very rapid growth and development process, it is even said to be a developmental leap. Every child in the world has different levels of intelligence indicators. This shows that all children basically have intelligence. Even in the Qur'an, Allah has called for children, as in the Al Kahf verse 46 which reads as follows: (Al-Qur'an & Terjemahan, 2019)

أَمْالٌ وَالْبَنُونَ زِينَةُ الْحَيَاةِ الدُّنْيَا وَالْبَاقِيَاتُ الصَّالِحَاتُ خَيْرٌ عِنْدَ رَبِّكَ ثَوَابًا وَخَيْرٌ أَمْلاً ٤٦

*It means: "Property and children are the ornaments of this world's life, but continuous good deeds are better rewarded with your Lord and better to be a hope." (Q.S Al-Kahfi:46).*

The age of 0-6 years is the period when the information received by children will be considered and stored in the brain. This period is also often referred to as *golden age*. This period comes once and cannot be repeated again and is very decisive for developing further human qualities. Benyamin S. Blom, stated that children's intellectual development occurs very rapidly in the years of a child's life. Approximately 50% of the variability in intelligence occurs when children are 4 years old, the next 30% increase occurs at the age of 8 years and the remaining 20% in the middle or end of the second decade (Uce, 2017).

As in the words of Allah SWT in Surat Q.S Al-Anfal verse 28: (Al-Qur'an & Terjemahan, 2019)

وَأَعْلَمُوا أَنَّمَا أَمْوَالُكُمْ وَأَوْلَادُكُمْ فِتْنَةٌ وَأَنَّ اللَّهَ عِنْدَهُ أَجْرٌ عَظِيمٌ ٢٨

*It means :And know that your wealth and that of your children is only a trial and indeed with Allah there is a great reward. (Q.S Al- Anfal : 28).*

In this verse it is explained that wealth is only a trial and children are sustenance given by Allah SWT. Early childhood education (PAUD) is essentially education that is organized with the aim of facilitating the child's overall growth and development or emphasizing all aspects of the child's personality. Considering that early childhood is a period of great potential for obtaining education.

In line with the development of the times, language teaching for preschool children is an activity or process of mastering knowledge of teaching and learning skills which is directed at encouraging, guiding and developing children's language skills. In the Al-Qur'an it is stated that Allah taught humans the ability to speak as Allah SWT said in QS. ArRahman 3-4: (Al-Qur'an & Terjemahan, 2019)

خَلَقَ الْإِنْسَانَ ٣ عَلَّمَهُ الْقَبِيَّانَ ٤

*It means: He Created Man. Teaching Good Speaking (QS. Ar Rahman: 3-4).*

Language is a very important aspect of child development and must be developed to equip children to understand information that is seen, written, read and heard as well as the ability to communicate with other people in their daily lives to run well (Kurniasih, 2021). Mastery of a foreign language is one of the human needs to be able to keep up with the rapid pace of civilization. Language is the basis for forming concepts and thoughts. Language has a strong relationship with thinking activities. English is an international language that plays a very important role in global communication and facilitates international interaction. English is also one of the keys to various aspects, such as business, politics, education, social and

cultural. Even now, English has become a communication tool in the era of globalization which is sufficient to determine a person's success in achieving a good career. The best time to learn a foreign language, in this case English, is before the age of 10, because at this age a person can reach a level of proficiency that is equivalent to a native speaker (Alam & Lestari, 2020).

## Literature Review

Media has a very important position in achieving learning goals effectively. Learning media in general is an aid to the teaching and learning process. In addition, learning media is everything that can be used to stimulate the child's thoughts, feelings, attention and abilities or skills so that it can encourage the learning process (Ajeng Rizki Sfirra, 2017). Learning media is a tool to help teachers in the process of learning activities. Thus the purpose is to make it easier for teachers to convey material to children. In addition, learning media helps children to prepare and receive material because it can be used by children independently at home. Learning media should be well packaged and create attraction so that children feel at home in learning. The lack of variety in the media is not solely the teacher's fault, but because of the little accounting learning time, school conditions, children's character, and lack of optimization of technology development (Eliyawati et al., 2010). The role of the media in learning communication in Kindergarten is becoming more and more important, meaning that considering the development of children at that time is at a concrete time. Therefore, one of the principles of learning in kindergarten is concreteness, meaning that children are expected to be able to learn something for real. Thus, learning in kindergarten should use something that allows children to learn concretely. The concrete principle indicates the need to use the media as a channel for delivering messages from teachers to students so that the message or information can be received or absorbed by children well (Kustiawan M.Sn Usep, 2016).

*Scrabble* is a type of game that can be played by 2 or more children whose aim is to collect values or points based on the value of the written word for each letter that can be seen in a series game *scrabble*. Games with these letters can hone children's intellectual and emotional skills in spelling words that contain meaning, both in Indonesian and English (Saadah et al., 2013). According to Hinebaugh stated several benefits in games *scrabble* as a type of educational board game, namely: (1) Able to improve children's reading skills, (2) Can develop children's vocabulary, (3) Can develop children's grammar skills, (4) Able to train children's ability to spell words, (5) Able to train children's ability to recognize letters and numbers (Suriyawati, Dr. Rachma Hasibuan, n.d.).

Language is an important aspect of early childhood development. Language is a means of communication between members of society consisting of individuals who express their thoughts, feelings and desires. Children's language develops from the first cry until the child speaks words. The period of children's language development is divided into two periods, namely the Pre Linguistic period (0-1 year) and the Linguistic period (1-5 years) (Suardi et al.,

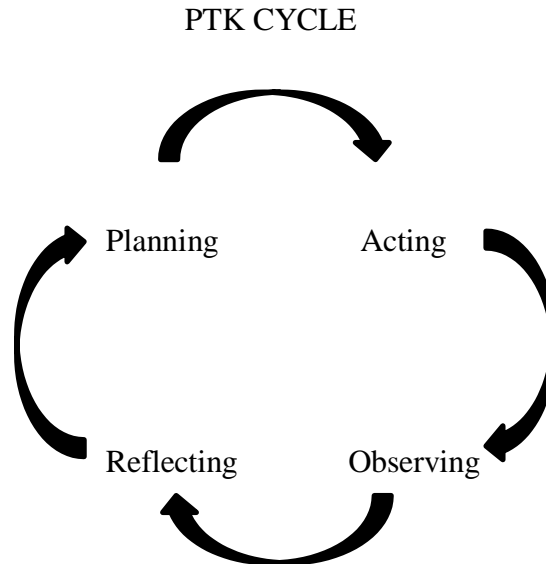
2019). Language is a series of sounds that symbolize human thoughts, feelings and attitudes. By using language, children will grow and develop into adult humans who can socialize in society. Language is a series of sounds that symbolize human thoughts, feelings and attitudes. So it can be said to be a symbol. Children's language is the language used by children to convey desires, thoughts, hopes, requests and so on for their personal interests. Language is an organized symbol for transferring various ideas and information consisting of visual and verbal symbols, these symbols can be seen, read and written, while verbal symbols can be spoken and heard (Cendana & Suryana, 2022).

Vocabulary is a set of lexemes which include single words, compound words and idioms. Meanwhile, Valette stated that vocabulary is words or groups of words that have a certain meaning. Furthermore, according to Mar'at, 5-6 year old children's vocabulary mastery is in the differentiation period, namely being able to use words and according to their meaning. Some abstract understandings such as the meaning of time and space are starting to emerge, mastering nouns and verbs is starting to differentiate (Syamsiyah, 2022). In learning English, there are four language skills learned, namely listening (*listening*), speak (*speaking*), read (*reading*), and write (*writing*). To master these four language skills, there are several linguistic elements that support them, such as: *vocabulary, pronunciation, spelling, grammar, phonology, morphology, syntax and discourse*. One of the linguistic elements that is very important for children to learn and master from the start of their exposure to English and to support the four language skills is *vocabulary* or vocabulary (Hidayati, 2017).

## Methods

In this research, researchers used the school at Kindergarten Assalam 1 Sukarame Bandar Lampung to conduct research. The time of the research was August 1 2022, when the activity took place, the researcher conducted research at the Assalam 1 Sukarame Kindergarten, Bandar Lampung. In general, research methods are defined as scientific ways to obtain data with specific purposes and uses. According to Sugiyono, educational research methods can be interpreted as a scientific way to obtain valid data with the aim of finding, developing and proving certain knowledge so that it can ultimately be used to understand, solve and anticipate problems in the field of education.

The term method comes from the Greek "Methodos" which means path or way, so a method is a way of doing something. In general, a method is defined as a scientific way to obtain data with a specific purpose and use. The qualitative type used in this research is Classroom Action Research (CAR). The characteristic of PTK is continuous improvement so that research satisfaction is a benchmark for the success or failure of the research. Then problems arose after reflection was carried out which included synthesis analysis and assessment of the results of observations and results of actions so that in turn re-planning was needed. By implementing P6TK, teachers and researchers build themselves through actions that have been tested for their efficacy in the learning process so that teachers become theorizing practitioners.



Research subjects are the subjects intended to be studied by researchers. If we talk about research subjects, there are 13 research subjects, namely 1 teacher and 12 children in class B2 at Kindergarten Assalam 1 Sukarame Bandar Lampung. In this action research, the researcher acts as a planning leader. Researchers carry out research preparations such as making research permission letters, determining research time, determining research subjects, looking for data sources and making research action plans.

The position of the researcher in this research is as an active participant, that is, the researcher takes part in making observations as well as providing action to the research subjects. Researchers make plans for actions that will be carried out systematically, then provide action to the subjects being studied. During the research process, researchers and collaborators make observations and the results of these observations are evaluated collaboratively. The results of observations and reflections from the actions that have been taken can be used as material for data analysis and planning for the next cycle.

The conclusion from the variables is that it is necessary to develop learning that is interactive, inspiring, fun, challenging, motivates students to participate actively, and is in accordance with the characteristics and language development of children. The right solution to improve English vocabulary learning at Kindergarten Assalam 1 Sukarame Bandar Lampung is to use innovative media to improve mastery of English vocabulary. One of them is by using the Scrabble game media. According to Pauline V. Young, it is research carried out systematically and deliberately using the senses (especially the eyes) on events that can be immediately captured when they occur. In order for observations to be successful, one of the things that must be fulfilled is that the sensory tools must be used as well as possible. Interviews are used to obtain data about the level of success, implementing jigsaw type cooperative learning. An interview is a question and answer process in research that takes place verbally between two or more people face to face, listening.

In developing classroom action planning, the research method refers to the Kemmis and MC.Taggart models. This cycle does not occur once, but several times until the expected

goal is achieved. This research design is the planning, structure and research strategy in order to control deviations that may occur and answer questions that may occur. One cycle has four stages, namely 1) Planning Stage, 2) Action Stage, 3) Observation Stage, 4) Reflection Stage. Before starting the cycle, first take action in the form of problem identification. In cycles II and III, reflection that was carried out in the previous cycle was used in planning cycles II and III to improve more effective learning.

To evaluate children's English language development through Scrabble, the following observation instrument was used:

Observation Instrument Table: Children's English Language Development

**Table 1. Observation Instrument Table: Children's English Language Development**

No.	Indicator	Description	Scale (1-4)	Notes
1	Vocabulary Recognition	Ability to recognize and understand new English words	1-4	
2	Vocabulary Pronunciation	Ability to correctly pronounce English words	1-4	
3	Word Differentiation	Ability to differentiate between similar-sounding English words	1-4	
4	Vocabulary Usage in Context	Ability to use new vocabulary words in appropriate contexts	1-4	
5	Active Participation	Engagement and participation during Scrabble activities	1-4	
6	Interaction with Peers	Collaborative interactions with peers during Scrabble gameplay	1-4	
7	Retention of Vocabulary	Ability to remember and recall vocabulary learned through Scrabble activities	1-4	
8	Imitation of Pronunciation	Ability to imitate correct pronunciation provided by the teacher	1-4	

Notes: The scale is used to rate each indicator during observation sessions. The observations are documented and evaluated to assess progress across cycles.

1: Not Yet Developing (BB);

2: Starting to Develop (MB);

3: Developing According to Expectations (BSH);

4: Very Well Developed (BSB)

### Research Process

The research process involves the following cycles:

#### Cycle I:

- 1) Planning: Identify the problem and plan the introduction of Scrabble.
- 2) Acting: Implement Scrabble-based activities.
- 3) Observing: Monitor and document children's language development.
- 4) Reflecting: Analyze the results and plan improvements for the next cycle.

#### Cycle II:

- 1) Planning: Revise plans based on reflections from Cycle I.
- 2) Acting: Continue with enhanced Scrabble activities.
- 3) Observing: Conduct further observations and document improvements.
- 4) Reflecting: Evaluate the effectiveness and finalize conclusions.

### Result/Findings

Observations were carried out by observing the implementation of activities using Scrabble media. Here the researcher used an observation sheet to determine the child's language abilities through the Scrabble board media. After completing the first day's activities, the researcher collected the results. The following is data from observations on action:

**Table 2. Results of the Assessment of Children's Language Development**

Cycle	RPPH meeting	Children's Language Development Assessment Results								Total
		BB		MB		BSH		BSB		
		Child	%	Child	%	Child	%	Child	%	
Precycle		9	75%	3	25%	0	%	0	%	12
Cycle I	I-IV	0	%	8	66,6%	4	33,3%	0	%	12
Cycle II	V-VIII	0	%	0	%	10	83,3%	2	16,6%	12

It can be seen in table 1 above in cycle 1 of Meeting I that the English vocabulary skills of children who have not yet developed (BB) are 9 children (75%), who are starting to develop (MB) there are 3 children (25%), who are developing according to expectations (BSH). ) does not yet exist, and Very Well Developed (BSB) does not yet exist.

After completing the tasks given, the researcher allowed the children to take a break to wash their hands and pray before and after eating. Furthermore, after the break has finished and the students have finished carrying out their assignments, the researcher evaluates or reviews the learning activities carried out and asks about the children's feelings about these activities. Then inform you about the activities for tomorrow, pray after studying, sing, say hello, and go home.

Observations were carried out by observing the implementation of activities using Scrabble media. Here the researcher used an observation sheet to determine children's language abilities through the Scrabble board media. After completing the activities on the second day, the researcher collected the results. The following is data from observations on action: Data analysis is an effort or method to process data into information so that the characteristics of the data can be understood and are useful for solving problems, especially problems related to research.



Based on the results of the reflection of the two cycles, it is clear that there has been quite significant development. The results of these measurements through written assessments show an increase in the quality and enthusiasm of children in carrying out learning activities so this researcher ended in the second cycle with four class meetings B2 Kindergarten Assalam 1 Sukarame Bandar Lampung Sukarame Bandar Lampung. It can be seen from the significant increase in the percentage of development. This can be seen from the following table.



**Figure 1. children are playing scrabble**

Steps in the Scrabble Game:

1. Setup: Place the Scrabble board on a flat surface and distribute letter tiles among players.
2. Starting the Game: Players draw seven tiles each and form words on the board, starting from the center.
3. Playing the Game: Players take turns adding words to the board, connecting to existing words. Points are scored based on the value of letters used and special board squares.
4. Validating Words: Players check the validity of words using a dictionary if needed.
5. Ending the Game: The game ends when all tiles are used or no more valid moves can be made. The player with the highest score wins.

After engaging with the Scrabble game, children expressed feelings of enjoyment and accomplishment. They found the game fun and challenging, which motivated them to learn new words. The interactive and competitive nature of Scrabble made the learning process engaging, allowing them to expand their vocabulary in an enjoyable manner. Children showed increased enthusiasm for participating in the activities, indicating a positive impact on their language learning experience.

Based on the results of children's English skills using the Scrabble game media, it can be seen that the results achieved by children have increased. This shows that the delivery of learning through the Scrabble game can improve children's English skills. Based on the research results, there was a change in the average value from cycle I to cycle II. This shows that children are able to name the vocabulary they know, children can pronounce and differentiate the vocabulary words they hear, children can imitate the pronunciation. given by the teacher, children are able to add new vocabulary every day.

## Discussion

Application of the game *scrabble* has a good impact in developing children's language, especially in adding new vocabulary in English. At the time of implementation the children were very enthusiastic in carrying out play activities *scrabble* done at school. Children can also remember vocabulary very easily because of the repetition of words while playing *scrabble*. Playing *scrabble* makes it easier for children in the learning process compared to teachers who translate vocabulary one by one. *game scrabble* also acts as a learning medium to improve English vocabulary. so its implementation must be carefully considered. This game also has a very important function in learning English, namely in the aspects of teaching vocabulary, pronunciation and speaking fluency, as well as cultural aspects, in this case to introduce English as an international language (Lukitaningtyas et al., 2019; Yamin, 2017).

Learning to read and write is very important for young children at school considering that one of the aspects developed is language development. Factors of a child's success in reading are influenced by the child's condition, environment, learning materials, learning methods used and coming from the teacher. How teachers can master the materials and methods that will be applied by children who will study at school and the teacher's creativity in providing games and an atmosphere that builds enthusiasm for learning. The use of educational tools or media in learning to read will make the learning process more enjoyable, because essentially young children learn through playing (Lubis & Hakiki, 2022). *Game scrabble* can optimally stimulate and attract children's attention in learning and be able to develop various types of potential and benefits in various activities. *game scrabble* related to flat cross, namely filling in boxes with letters to form words which aims to increase vocabulary, practice spelling and mastery of morphological structures (Hardianti, 2019).

## Conclusion

Based on the results of Classroom Action Research (PTK) and data analysis with teacher-researchers, it can be concluded that Scrabble board media can be used to improve the English language skills of young children at Kindergarten Assalam 1 Sukarame Bandar Lampung. This can be seen from the fact that the author saw before using the Scrabble game that the children's English language development was limited and according to the author's research, the children were very happy and enthusiastic about the Scrabble game. Children's language skills also increase in teaching and learning activities. This can be observed during learning.

The author uses the Scrabble game environment in the teaching and learning process, focusing on gameplay to ensure that each topic is conveyed well. Early childhood, of the 12 children in class B2 with very good development (BSB), there is no expected development (BSH), there are 3 children with early development (MB), namely. Of the 25 underdeveloped children (BB), there are 9, namely 75%. In Cycle I, of the 12 children not developing well (BOD), developing according to expectations (BSH), 4 children or 33.3%, 8 children developing early (MB) (66.6%) and not yet. Developed (BB) does not exist. In Cycle II, of the 12 children who showed very good development (BOD), 2 children (16.6%) developed according to expectations (BSH) 10 namely. 83.3% undeveloped (MB) and undeveloped (BB) undeveloped. to exist.

Based on the results of the Classroom Action Research (PTK) that has been carried out, the researchers suggest the following: English language skills can be developed if educators can use a variety of learning media to attract children's attention, one of which is using the game Scrabble. It is hoped that further research will be carried out by educators at

Kindergarten Assalam 1 Sukarame Bandar Lampung to improve children's English language skills to the maximum. School principals should provide various educational game tools aimed at maximally improving children's abilities.

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