

## THE MAKING OF A MAGIC DICE GAME TO LEARN ENGLISH VOCABULARY FOR ELEMENTARY SCHOOL STUDENTS

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**Abstract:** *English is widely used over the world. In English, there are some aspects that must be mastered as well namely grammar, pronunciation, and vocabulary. Vocabulary is one of aspects that must be mastered, because before we are able to speak, write, and listen, the vocabulary is the first thing we have to master before grammar. However, in learning vocabulary, the students still face difficulties. For example, they always have problems in knowing, memorizing, and understanding the new words. Therefore, the media that used in learning will surely help the students understand the lesson well. Besides, they can also learn English in a more effective and interesting way. The main purpose of this is making a Magic Dice game which can be used as an alternative in learning vocabulary, for students in elementary school level. This project produced a set of Magic Dice game consisting of six sets of question cards related to part of body, vegetables, fruits, nouns, adjectives, colors, animals and profession, a set of shocking cards, and a big dice. This game can be used in classes during the learning-teaching process. It can help the students in knowing and understanding the new words of vocabulary. By using this game, the students more interested in learning vocabulary.*

**Keywords:** *Magic Dice game, Learning Vocabulary*

## 1. Introduction

Vocabulary is one of the difficult parts in English. The difficulties in understanding the new words make the students be confused in learning vocabulary. The way to learn the subject is very old and not innovated. The method is used by the teacher as the center and the one who speaks the material that make the students get bored and cannot catch the lesson well.

The mastery of vocabulary is important because before we are able to speak, write, and listen, the vocabulary is the first thing we have to master before grammar. It is the reason why we have to know vocabulary first when we are speaking, listening, writing, and reading. It is stated in Oxford dictionary (2008) "Vocabulary is all the words that a person knows or use; all the words in a language; list of words with their meanings." Although the opportunity to learn English is widely provided, the learners still face difficulties in learning it including the students who study at high school.

The vocabulary is one of the most common difficulties that the learners face to learn. The students need to know a lot of vocabularies. Whereas, there are various ways in learning English that will help the students understand it. One of the most popular and effective ways is by using games.

Game as an activity that helps children in learning process. It achieves full development, physical, intellectual, social, moral, and emotional (Freeman and Munandar in Ismail: 2009). There are some kinds of games namely manual and electronic game. One of the games is magic dice which is one of the simple games and it is popular in Indonesia. Based on the explanation above the writer finds a solution for them in learning English to make a magic dice game to learn English vocabulary.

## 2. Review of Related Literature Related Study

There are two related studies taken from different sources. First, Mulyani, Titik (2015) who did a study

about using dice media to improve the skill of reading for the children group A in TK Kartika IV-80 Malang. The result of this study showed that the continuous using of the game of dice media to the students almost succeeded. The ability of reading among the students improved significantly.

Second Nurmaini (2012) who did a study about to improve the counting ability of children in applying a method of count study with compete in a game of digit dice of TK Dharmawanita Lubuk Basung. Jurusan Pendidikan Guru Anak Usia Dini, Fakultas Ilmu Pendidikan Universitas Negeri Padang. The result of the showed that it was done in two (2) cycles, in the second cycle of first meeting about their ability improved significantly.

The difference between the studies above and this one was that they taught tudents to count using dice. On the other hand, this study is aimed to make a magic dice game which is modified with a big dice to help elementary schools

students memorize the vocabularies.

### **Related Product**

Dice (from Latin: *datum* which means "given or played") is a small object that is generally shaped cubes are used to generate random numbers or symbols. The dice are used in a variety of children's games and gambling. Generally, the dice used in pairs. Traditional dice cube often with obtuse angle and have different numbers or symbols on each side. Dice designed to give a round number at random from one to six with equal probability. Traditionally, the pair number to the number seven is made on the opposite side.

### **Related Theory Vocabulary**

Vocabulary is one of subject that must be learned and studied. Learning vocabulary is important because before we are able to speak, write, and listen, the vocabulary is the first things we have mastered before grammar. It is the reason why we have to know vocabulary first when we are speaking and etcetera.

According to Barnhart (2008),

"Vocabulary are (1) stock of words used by person, class of people, profession, etcetera. (2) a collection or list of words, usually in alphabetical order and defined."

According to Kridalaksana (2008), vocabulary is a component of a language that maintains all of information about meaning and using word in language. In addition, vocabulary defines as total number of words with meanings and definitions used by someone or students to express the idea in language. From the theories and definitions above, it can be concluded that vocabulary is a stock of words that have meanings.

### **The Importance of Vocabulary Game**

According to Daeng in Ismail (2009) concludes about the important to study vocabulary with said "*Without Grammar very little can be conveyed, without vocabulary nothing can be conveyed.*" He explains that without (knowing) grammar, it is very little to express. But, without

(knowing) vocabulary, we can't to express anything. The Wilkins's words that is true. Even though, we have ability of grammar well, but the ability that we have will be useless if we don't have enough ability of vocabulary.

The same things are expressed by Stahl and Nagy (2005). They explains the important of vocabulary which separating the person who understand the vocabulary and who do not understand. Stahl and Nagy said: A person who knows more words can speak, and even think, more precisely about the world. A person who knows the terms scarlet and crimson and azure and indigo can think about colors in a different way than a person who is limited to red and blue. A person who can label someone as pusillanimous or a recreant can better describe a person's cowardly behavior. Words divide the world; the more words we have, the more complex ways we can think about die world.

According to online dictionary of Marriam webster, vocabulary is a list

or collection of words and phrases usually alphabetically arranged and explained or defined. The vocabulary is a sum or stock of words employed by a language, group, individual, or work or in a field of knowledge. It is a list or collection of terms or codes available for use (as in an indexing system). It is a supply of expressive techniques or devices (as of an art form).

Based on theories above, it can be concluded that vocabulary is very important to be mastered. Because if we master in vocabulary, we can be able to speak, listen, and write. the game is an absolute part of the children lives and game is an integral part of the process of forming the child's personality. Furthermore Freeman and Munandar in Ismail (2009) defines a game as an activity that helps children achieve full development, physical, intellectual, social, moral, and emotional.

The conclusion from the opinion above supported by Ismail (2009) says that the games there are two senses. First, the game is a pure play

activity for pleasure without seeking to win or lose. Secondly, the game play is defined as the activities carried out in order to seek pleasure and satisfaction.

From the definitions above, it can be concluded that game is a process to build the personality of children. It has certain rules followed by player to finish it. However, game is always related to fun and entertaining activity.

### **The Power of Game**

According to Ludewig and Swan in Irmayanti (2015). Game is fun and fun is motivating. It motivates people to do it again and again. People who love challenge are always happy to do challenging and risky tasks in the context of game. They will play it in every chance and try hard to solve a task in the game. That is why many people love kinds of games.

Game is not only fun, but also has several positive effects for the players. For example, game can increase the motorist skill of children. A group game can also

teach children how to work in team and train their leadership skill. Besides, self management skill of a player can be improved by playing certain game. In addition, game is widely used as learning media at schools to help the students understand a lesson well. Therefore, it is clear that game has many advantages for the players.

### **Dice**

According to Merriam-Webster, dice is a small cube that is made of plastic, wood, and etcetera. It has one to six dots on each side, and that is usually use in pairs in various games.

According to Oxford dictionaries, dice is a small cube with each side having a different number of spots on it, ranging from one to six, thrown and used in gambling and other games involving chance.

It can be concluded that dice is a small cube that used in pairs in various game. It has one to six dots in the cube and used in gambling and other games involving chance.

## **3. Methodology of Study**

### **Equipment**

The equipment that used for the study were:

#### a. Personal Computer (PC)

PC is very important for this study because it will be used to find the data sources and design the game.

#### b. Printer

Printer is used to print the punishment cards which made in personal computer (PC) or laptop.

#### c. *Photoshop CC*

*Photoshop* is a picture-edited application. In this study, it will be used to design the model of the dice and punishment cards.

#### d. *Microsoft Word*

*Microsoft Word* is a drawing program. In this study, it is used as the tool to design the main model of the punishment cards.

#### e. *Paint*

*Paint* is a drawing program. In this study, it is used as the tool to design the main model of the punishment cards.

### **Materials**

The materials that used for the products were:

#### a. Papers

This study will use cards for the consequence of the game.

#### b. Dice

Dice is also important in this game because the players will throw it before he or she answer the question of the game. There are some materials of dice:

##### 1. Cloth

It is used to cover the magic dice.

##### 2. Cotton

It is used to fill the magic dice in order that like a pillow.

## **4. Result and Discussion**

### **The Process of Making Magic Dice Game**

There were several processes done in making this game, started from collecting and providing the materials until designing

#### **1. Collecting and Providing Materials**

The content of this game was the questions of parts of body,

vegetables, fruits, nouns, adjectives, colors, animals, and profession provided for elementary school students. Therefore, collecting and providing the material of vocabulary were the first things done. The questions for this game were created by referring to several sources, such as books and dictionaries.

After the processes of collecting and providing the material for the questions were finished, the next thing done was collecting material for the game model. The model of this game was referred to the existed a magic dice game. However, it was developed with the question cards.

#### **2. Designing Magic Dice Game**

When the data has been collected, the next process was designing the shape of the magic dice game. As explained in chapter III, this study used several applications in supporting this process. The sequences of the process were started by drawing and coloring the shape of big dice for the game using *Paint*. The

process was continued by inserting the dot of the dice, using *Photosop CC*. Those processes took quite long time to get the best result. It was because the knowledge of using the application was not good enough to optimize the process of designing the shape of magic dice.

### 3. Designing the Question Cards

The process of designing the question card was not much different to the shape of magic dice game. There were two applications used in this process, *Paint* and *Photoshop CC*. The sequence of this process was started by drawing the rectangles as the main shape of the cards in *Paint* and followed by inserting text using *Photoshop*. There were 58 cards used for this game divided into seven types and colors. That was why this process took a long time to be finished.

### Result of the Study

The result of this study was a set of Magic Dice game which can be used as a medium to learn English vocabulary. A set of this game

contains a big dice, and six sets of question cards, and a set of punishment cards.

#### 1. The Shape of Magic Dice

The design of the game shape has been given in chapter III. As mentioned above, the model of the dice was referred to the existed model. However, the whole model, the colors, the dots, and the pictures were self- drawn using tools from several applications. The shape of dice had six grids with six different dots which represented the dots of the cards. The size of the game shape was 30 cm x 30 cm made from clothes and filling by cotton.



**Figure 4.1**  
**The Result of Magic Dice**



## 2. Question Cards

The model of each question cards has also been given in chapter III. The cards were also printed with glossy papers. They were made in six different dots as the game magic dice had.

The complete details and the content of each set of the cards are explained as follows:

### 1. Black Card

This card is called “Shocking Card”. The card is given to the player whose cannot answer all of the questions. This is the punishment card for the player, so the requests in it are vary. For example, the text on the card is “Jump like a frog”. It means that the player has to jump like a frog as the punishment.

### 2. Yellow Card

This card is about “Mention the parts of body below?”. This card asks the players to answer and mention what the question given. For example, in the card there are several things that must be mention. It likes the name of parts of body.

### 3. Red Card

This card is called “Guess Me”. The question in this card is guessing the loss letter. The player has to mention the loss letter into the correct order based on the meaning.

### 4. Purple Card

This card is called “Matching the words below!!!”. The question in this card is matching the profession. The player who gets this card is asked to match the profession suitable with the order.

5. Blue Card This card is called “What are the meaning?”. This card contains adjectives, so the player who gets this card is asked to answer the meaning of those adjectives.

### 6. Green Card

This card is about “Mention the kinds of colors below?”. This card contains several kinds of colours, and the player who gets this card needs to mention the name of the colours.

### 7. Pink Card

This card is called “What are the

name of things below?”. This card contains several things that need to mention the name of those.

In every question cards there are some difficult questions. It will help the students in knowing the new words. The students can memorize them, because the words are new for them. Therefore, the process of learning vocabulary will be more effective.

### **The playing rules of a magic dice game**

Here are the instructions in playing this Magic Dice game:

- I. The playing rule of a magic dice by two people:
  1. The game is played by two people.
  2. The time given is a minute each person.
  3. The player need to throw the dice, and if the player gets the dot one. She or he needs to take the card which suitable with the dot.
  4. The question is under the card, if they can not answer the questions given.

5. They will get the punishment by shocking card. The winner is a person who can answer questions as many as possible.

II. The playing rules of a magic dice by group are:

1. The game is played by group, each group consists of three until five students.
2. The game can be played by three until three groups. All of the players need stand up in a line, that can determine the first until the last player of each group.
3. The time given is around three minutes.

The game is started by the group who won the gambling.

4. The first player needs to throw the dice, and if the player gets the dot one. She or he needs to take the card which is suitable with the dot. The next players do the same thing as can answer all of the questions.
5. The question is under the card. If they can not answer the questions given. They will get the punishment by shocking card and can not get the

point.

6. The winner is the group who getting a lot of points as many as possible.

### **Evaluation**

There were three evaluators who evaluate the product; the advisor, the teacher and the students. The evaluation from the teacher of English and the students was done in a time, while the evaluation from the advisor was done separately. For the students and the teacher, the evaluation was done in rest time, and for the advisor, it was done during the consultation of final project process.

The evaluation has been done for an hour. The first thing was introducing the game and giving instructions to the students. Then, the students were divided into three groups. A group consists with five students. The next thing was playing the game. The first turn of the game was played by the first representative of each group and when they have finished their turn, the other representatives of each group

continued the turn. The game was played in turn by all representatives of each group in order to give the same chance to all students to play the game. The teacher watched during the game playing process. The last thing was giving the teacher and the students the evaluation sheet. It was needed to write their opinion about the game.

#### **1. Advisor of Final Project**

The advisor of the final project is the lecturer who teaches Grammar at Business English Study Program. The first suggestion given was adding the punishment cards. It means if there is a student can not answer the question, they must take the card for the punishment. The second was adding the rules of playing the game. For example, the game can be played in each person or in group. So, all students can play the game.

#### **2. The Teacher of SDN 28 Pangkalan Nyirih**

There was a teacher of elementary school involved in the evaluation. The opinion given for

the game was good. The weakness for the game written was there was no time limit to answer each question in the question card. The main suggestion given by the teacher was giving the time limit to answer the question. For the suggestion of time limit, it has been given to the game.

### **3. Sixth Grade Students of SDN 28 Pangkalan Nyirih**

The reason why the evaluation was done to the sixth grade students of elementary school was because the vocabulary used in this game have been discussed in their English class. There were fifteen students involved in the evaluation. The responses given by all students were positive. According to them, the game was good, and interesting. Furthermore, the game can help them to improve their vocabulary skill and memorize all of the vocabularies. The game was also easy to be played.

The weakness of the game written was there was no weakness for the game. According to them, the game was good and for the next must

be better.

### **Problems**

There were several problems faced during the processes of making this game. They were:

1. Using the applications to design the game

In designing this game, there were several applications in computer used, such as *Photoshop*, and etcetera. However, there were no specific subjects about IT taught in Business English Study Program. Therefore, there were some difficulties in designing the product because there was no enough knowledge about the application. That was why the game designed using more than one application and it only used basic skills and easy tools.

2. Printing the product

It was also a problem to find the place to print out this product in Bengkalis. Fortunately, there was a printing shop that could do the printing for the product. However, the result was not satisfying enough because the quality of the result and the papers

used were not as requested. Furthermore, the result expected could not be given by the shop because the tools and machines used and the processes done were still simple.

## **5. Conclusion and Suggestion**

### **Conclusion**

The game in this study is A Magic Dice game. It is provided to be a helping tool for students in learning vocabulary. The model of the game and the basic playing rules are the same to the existed one. However, the game of A Magic Dice game here is developed with question and instruction card. The cards in this game contain questions of most common vocabularies and instructions as the penalty for players who cannot answer the question correctly. The questions are divided into six different types; mention the parts of body, guess me, matching the words, what are the meaning, mention the kinds of colors, and what the name of thing below. This game is expected to be beneficial for both teacher and students in teaching and

learning English vocabulary.

### **Suggestions**

#### **Suggestions for Teachers**

It is suggested to the teachers to use learning media during teaching process. By using learning media, the teaching process will be more interesting. Besides, the purpose of using the media is also to deliver the lesson to the students in a more effective way in which the learning media can help teaching process.

This game can be used anytime according to the teacher as an alternative learning helping tool. However, to avoid the boring situation, it is better to use it only when it is needed. For example it can be used as an evaluation tool at the end of a material discussion, or once in every four meetings etcetera. Since this game has educative contents, it is expected that it will make the class become more interesting.

#### **Suggestions for Students**

Although learning Vocabulary is

not very easy, it does not mean it will always be boring. There are many ways the students can do to make it more fun and interesting, for example students can use helping media. By using learning media, the learning process will not only happen in class with the teacher, but also the students can learn outside the class with their friends.

Students can use this game inside or outside the class to learn and improve their vocabulary skill. As mentioned before, this game is easy to be played, so the students can play it by themselves without any help from the teacher. Students should always be more active both inside and outside the class. However if there is anything cannot be understood, students may ask the teacher for helping.

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