

## MAKING VOCABULARY WHEEL GAME FOR JUNIOR HIGH SCHOOL STUDENTS

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***Abstract :** Vocabulary is an essential part of English learning. Mastering English words help students acquire the language. However, many teachers still use traditional ways in teaching Vocabulary. They only refer to text books and ask students to remember words without using any media. Lack of teaching media makes students feel boring and not interested in learning English. It is also hard for students to understand the language. The research question was “Is there a Wheel Game to learn Vocabulary for junior high school Students? The objective of this study was to make Vocabulary Wheel Game for Junior high school students. The method used in this study was descriptive research. It explained the problem qualitatively to uncover solutions. This product is an adaptation of wheel of fortune game. Its colorful design and a lot of pictures can attract students to learn vocabulary in a fun way. As mentioned above, the model of wheel already exists. However, the whole model, wheel, color, and the pictures were designed using tools from several applications and were made of wooden and paper material. The wheel in this game has sectors and each sector uses 26 alphabets. This game uses one type of card, called penalty card, which contain a lot of interesting pictures. The cards were printed in the photo papers.*

***Keywords:** English, Vocabulary Wheel Game, Teaching Medium.*

### INTRODUCTION

Vocabulary is a list of words that a person has, which means that all the words used in the foreign language. It is also a basis of language to be learned in every foreign language, especially in English. Vocabulary will give a meaning of the source language to the target language, and will be more easily to be understood. By

mastering a lot of vocabulary, it will be easier to understand every word in English. Someone who wants to learn English should master vocabulary for easy to use in learning English, those can be use in sentence and conversation. Some English words that someone mastered, it will reflect whether someone is actually able to speak English or only a little English.

Game is an activity to develop and train the brain to answer every question at the game. In the line of study, teacher needs some medium to make the students understand about the subject. Sometimes students are excited to play a game then study. It is happened because playing a game is more enjoyable than study. Every teacher can use a game as a media to teach students in the class.

One of those games that were used for learning vocabulary was a wheel game. This game was adapted from wheel of fortune game. The wheel of fortune game usually had some sectors in the wheel and played by using numbers. But in this game, the writer would make the game by using 26 alphabets. The Vocabulary Wheel Game was made to add more vocabularies in fun way. This game was played by two or six players, so that every player will not wait too long for their turn. In this game, the players can start the game by rotating the wheel and wait until the wheel stop. If the player gets B letter, the player should mention five words with the B prefix in one minute. So that, every player just had one minute in each turn to mention five words in this game. If

the player cannot mention five words in one minute, the player would get a zonk card or penalty card. The penalty card was named zonk card, the function of this card was to give a penalty to the player who can not mention five words and make a sentence in one minute. The player who can mention five words in every turn get one point, and the player who get many point will be the winner. The game would be finished after there was no more zonk card.

In this game, the players should prepare a marker or a pen and score board to count the score how many points that each player got. The player can use a white board or a piece of paper as a score board. To count the score of each player was by counting every point which got by every player. This game aims to test the ability of each student and determine how many vocabularies they had.

Based on the previous, the writer was interested in making a product called Vocabulary Wheel Game for Junior High School students.

## **REVIEW OF RELATED LITERATURE**

### **Vocabulary**

Vocabulary is very important in learning foreign language, especially in English. According to Barnhart (2008) states that the vocabulary has two meaning, "... (1) stock of words used by person, class of people, profession, etc. (2) a collection or list of words, usually in alphabetical order and defined." This theory is also similar with Susanti in Marzuki (2015) "Vocabulary is the total number of words in a language. It is also a collection of words a person knows and uses in speaking and writing". It means that the vocabulary is a collection of word or a list of word that person has and uses in a language.

In different view, Wilkins in Thornburry (2002) explains, "Without grammar very little can be conveyed, without vocabulary nothing can be conveyed". It means the vocabulary is a basic component in learning a language. By mastering the vocabulary, anyone can conveyed what their meaning. In addition, Hanson and Padua (2011) states that the vocabulary used as an expository of text builds the basic for current and future learning. Teachers need to explicitly teach these words to help students comprehend the

text, so that learning vocabulary is important to understand the language.

## **Game**

The game aims to give pleasure to each player with some rules contained in the game played by the player. According to Hadfield in Tuan (2012) "A game is an activity with rules, a goal, and element of fun". Hadfield also states that the game have two kinds; competitive games, in which players or teams race to be the first to reach the goal, and cooperative games, in which players or teams work together towards a common goal. It means game is an activity whose aim to give pleasure to the player by using the rules that contained in the game which is played, where the rules make the game more exciting and fun. In another case with Peres (2010), he states that the game is a strategy that contained in a game to achieve the victory. Based on discussion between Hadfield and Peres, the writer can conclude game is an activity that has some strategy to be a winner.

However, El-Shamy (2001) "games are an excellent tool, an almost miraculous medium, to engage the learner and reinforce the learning". In

addition, Azhari (2014) states that game is an alternative medium for entertain the player. It means the game can be a learning medium that very effective for children in learning something. By playing a game, it can increase the concentration and memory of children.

### **Vocabulary Game**

The vocabulary game is one of learning methods in learning vocabulary. The vocabulary game is also as a medium learning vocabulary in fun way. According to Rasinski and Padak in Salim (2008), the conventional learning method will be more enjoyable if achieved by using a game or another activity that has element of fun. It same with Uberman in Wibawanto (2013) states that the ability of student speak in learning using games as a medium is better than learning in the conventional method. It means by using a games in learning vocabulary will be increase the student ability in mastering vocabulary.

Meanwhile, according to Tuan (2012), the Vocabulary Games are games that focus on helping students in developing and using words in differing contexts in a fun way. By

using games, it is a good way to increase exposure to vocabulary which enhances students' vocabulary acquisition. In addition, according to Rohani and Pourgharib (2013) states those games are useful and effective tools that should be applied in vocabulary classes, because vocabulary games bring real word context into the classroom. It means, vocabulary game has much significance for students in learning vocabulary. One of them is to increase the student ability in mastering vocabulary.

### **Vocabulary Wheel Game**

In this research, the writer will adapt the Vocabulary Wheel Game from the wheel of fortune game. If the wheel of fortune game only have some number as the sectors and cards as an instruction of each sector. In the vocabulary wheel game the writer will used 26 alphabets as the sector and only used one type of card. It is a penalty card that will be used to give a penalty to each player who can follow the instruction like the explanation in background of study.

According to Ginnis in Rahmi and Diana (2011) steps in

implementing the learning method Wheel of Fortune is:

- a. Create a set of cards as the number of students in class with questions on one side and the numbers behind it.
- b. Make a "Wheel of Fortune" from cardboard. Divide the wheels into sectors of the questions and give a number in the sector. Create a turning wheel like a form of arrows from cardboard and nails pines. The end result appears similar to wheel "Twister".
- c. Students sit and make a big circle. Distributed the cards facing down with the number clearly visible.
- d. One player can start the game by turning the wheel. After the number shown,
- e. the students stood up and took one card according to the numbers on the wheel and answer the questions in the card.
- f. The teacher can be an umpire to decide whether the player answers the question with the correct answer. If the teacher has decided that the student has answered with the correct answer, put back the card facing upwards and the number is burn. If the answer is

incomplete or incorrect, the card is returned again facing down for others to try his luck.

- g. The wheels are given to the next student. The next students are students who are selected or appointed by previous students who have been turning the Wheel of Fortune and answered questions. If the next student got a number that has been burns, then the student must turn back the wheel of fortune to get a number that has not been burn.
- h. After all cards are open and burns, then the teacher can discusses all questions clearly and written records were made.

## **METHODOLOGY OF STUDY**

The method used in this study was descriptive research. It explained the problem qualitatively to uncover solutions.

### **Equipment**

The processes of designing the Vocabulary wheel game using several the equipments such as software consist Microsof Office Word, Paint, Photoscape, and Microsoft Office Publisher.

## Material

The materials used were personal computer (PC), printer, papers, plywood board, and wood.

## Procedure of the Study

### 1. Study Library

To do this research, resources were taken from the books and journals that are relevant to the title taken by the writer. That books and journals are already available in the library and the internet.

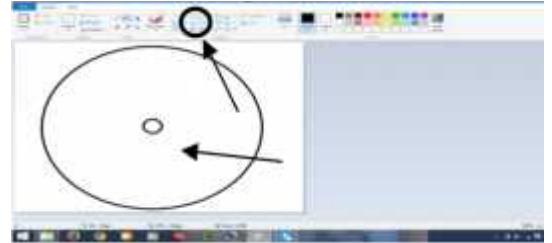
### 1. Data Collection Technique

1. Preparation of products and products design
2. All the data obtained can be used in planning the model and design of the game that was created. In this study, the writer was used some colors and cartoons to attract readers and players interest.
3. Problem identification
4. The observation was done in the Junior High School. The observation aims to know the problems of students in learning English vocabulary.

### 2. Product Design

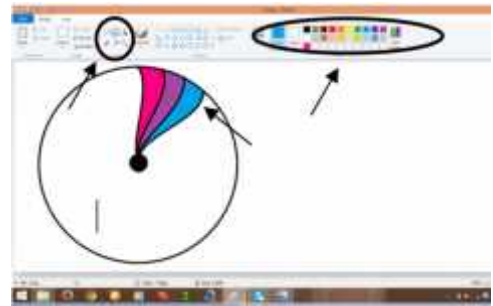
The procedures of designing Vocabulary

The paint application was opened and drawn a wheel and a small circle in the center to facilitate making sector at the wheel.



*The figure .1 The first Step of Designing Wheel*

A winding line was created and some colors were filled in every sector.



*The figure .2 The second step of Designing Wheel*

The 26 alphabets were put into every sector which has been made through paint.



*The figure .3 The third step of Designing Wheel*

The result was saved after the processes were finished. Some images were put using Photo Scape to make the design more interesting.



*The figure .4 The fourth step of Designing Wheel by Photo Scape*

The backside of the Vocabulary Wheel Game was designed to cover the backside of this wheel game.



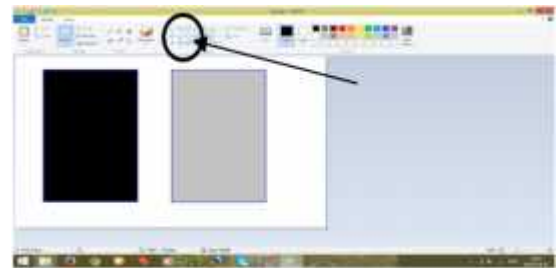
*The figure .5 The fifth step of Designing Backside of Wheel by Paint*

The buffer of the wheel was drawn to hold the wheel in order to remain upright.



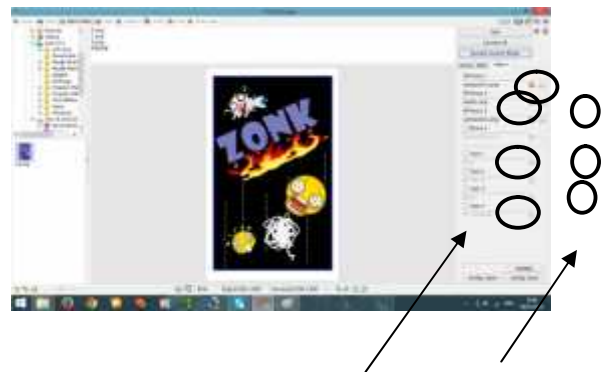
*The figure .6 The six step of Designing the Wheel and the Buffer by Microsoft Office Publisher*

The result was saved. After the wheel was designed, front side and backside of zonk card were designed with the same manner such as design the wheel game.

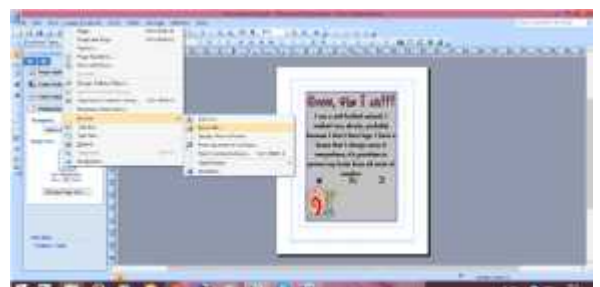


*The figure .7 The First Step of Designing the Zonk Card by Paint*

The design of front side and backside zonk card were saved, and some pictures were put using Microsoft Office Publisher 2007 and Photo Scape.



*The figure .8 The Second step of Designing the Zonk Card by Photo Scape*



*The figure .9 The Third step of Designing the Zonk Card by Microsoft Publisher*



*The figure .10 The Fourth Step of Designing the Zonk Card by Photo Scape*

## **RESULT AND DISCUSSION**

### **Process of Making Wheel Game**

These products were made and designed by using some simple software, colors and variety of images. This product looked more attractive and unique, as well as to attract students' interest in learning English vocabulary.

This game was a game adapted from the wheel of fortune game. If the wheel of fortune game using figures as the sector and some kinds of cards to represent each sector that contained in the wheel of fortune game, whereas in this game the writer uses 26 alphabets as the sector and one type of card which was the penalty card. The process of making this product was also quite simple, only by using some simple software. This game also had

some rules to make this game more fun and interesting.

The processes of making this product run smoothly. There was an obstacle faced by the writer. The obstacle was the writer could not find a suitable material and saved costs for making cards. Because the process of making these cards needed high cost, the writer replaced the materials of cards by using photo paper. Photo paper was cheap material and also easy to be found.

Here were some processes of making the product and information about the vocabulary wheel game:

### **Collecting and Providing the Materials**

The content of this game was vocabulary game based on all the existing vocabulary. Players can use all the vocabulary that they know in playing this game. This game was made like a wheel of fortune game. It was contains 26 alphabets in each sector and using one type of card that penalty card. Every 26 alphabets were followed by prefix of the words that would be mentioned by the player. Whereas, in making the penalty card, the writer collected and provided the



materials in vocabulary form. Questions and vocabularies that contain in penalty cards were taken from the vocabulary book studied by Junior High School students. In addition, source of questions and vocabularies were also collected from several sites that talked about the vocabulary studied by Junior High School students.

After the process of collecting materials to make penalty card has been completed, the next thing to do was collected materials to make the wheels games.

### **Designing the Model of Wheel Game**

After the data has been collected, the next process was designing the game wheel. As explained in chapter III, this study used several applications in supporting this process. The sequences of the process were started by drawing a circle, and then draw some lines that curve as the sector for the wheel by using *Paint*. The process was continued with modifying the wheel and giving attractive colors by using *Paint*. The next process was 26 alphabets were given in each sector and inserted attractive pictures on the wheel by

using *Photo scape*. Those processes took quite long to get the best result. It was because the knowledge of the application used was not good enough to optimize the processes of making the game.

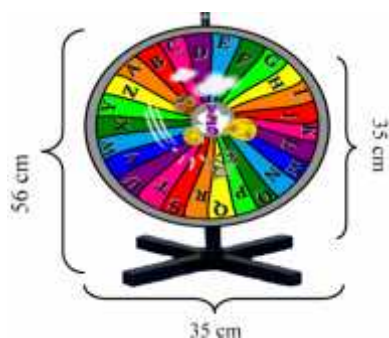
### **Designing the Model of Zonk Card**

The process of designing the zonk card was not much different to the game wheel. There were three applications used in this process *Paint*, *Photo scape* and *Microsoft publisher*. There were 50 zonk cards used for this game. That is why this process took a long time to be finished. The sequences of this process was started from drawing the rectangles as the shape of the cards in *Paint* and followed by inserting text and some attractive pictures by using *Photo scape*.

### **Result of product**

The result of the study answered the research question “Is there a Fishing Game to learn vocabulary for Kindergarten students? The result was a product which was a set of Vocabulary Wheel Game which can be used as a medium to learn English vocabulary, especially the

material of word. A set of this game contains a Wheel game, and one sets of Zonk cards. Here are the results of product:



*The figure .11 The Vocabulary Wheel*



*The figure .12 The Zonk Card*



*The figure .13 The final result of the Vocabulary Wheel Game*

### Vocabulary Wheel Game

The design of vocabulary wheel game has been explained in chapter III.

As mentioned above, the model of wheel games have pointed to the existing models. The whole model of the wheel, penalty cards, colors, and images are created using multiple applications. Vocabulary wheel game has 26 sectors and 9 different colors. The size of the wheel game is 35 cm x 35 cm, whereas the sector image measuring 33cm x 33 cm printed by the paper that used to make stickers. The height of this game is 56 cm, the thickness of the wheel is 1,5 cm, the buffer of this game is 35 cm.

### Zonk Card

The model of each zonk card had also been explained in chapter III. The cards were printed with glossy papers. They were made in different pictures as the game wheel had. The zonk card consist of fifty cards. The size of zonk cards is 8,5 cm x 6 cm. The penalties in this game have element of study, so that each student who get penalty is also can learn vocabulary with the zonk card.

### Rules of Playing

The rules this product as follows:

- a. Before starting the game, the players should prepare a marker or a pen and score board to count the player's score got from zonk card. The player can use a white board or a piece of paper as a score board.
- b. Then each player can determine the rotation of the Vocabulary Wheel Game. The rotation can used clockwise or counter clockwise, appropriate with a deal of each player.
- c. This game is very easy to play. The first thing that the players must do is determining the player's turn or the number of rounds to be played.
- d. To determine the player's turn, every player must rotate the wheel. After every player rotates the wheel, they just look who get the first letter or A letter, if one of the player get A letter so that the player became the first player who start the game and so on.
- e. After the players determine their turn, the player that has the first turn can start game with rotate the wheel.
- f. The player should wait the wheel stopped. After the wheel stop, the player should look at the needle that contained in the wheel where the needle is stops.
- g. If the needle stops in the B letter, the player should mention five words that beginning with the B letter in one minute. So that, the player just have one minute to mention five words in each turn.
- h. When the previous player get the letter B and the next player also get the letter B, the next player cannot mention the same word of the previous player.
- i. When the player can mention five words, the game will be followed by next player.
- j. But if the player can not mention five words in one minute, the player will get a zonk card as a penalty.
- k. If the player who get zonk card cannot do the penalty that have instructed in the zonk card, the player should take another zonk card. But if the player also cannot do the penalty, the player will not continue the turn in one time.
- l. The penalties that contain in the zonk card are singing in English, telling your shame story,

describing one thing in English or etc.

- m. The player who can mention five words in every turn get one point, and the player who get many point will be the winner.
- n. In this game the player only mentions the word with the alphabet prefix.
- o. When playing this game, the player can mention anything of vocabulary, except name of person or name of brand.
- p. The game will be finished after there is no more zonc card.

The steps in writing the scores of each player are making a table concluding number of turns, names, and the points that the player get in each turn. Then, the player only writes his or her name and the point that he or she gets in each turn. The function of the name is to know whose turn to play and the function of the points is to know the player score. It can be seen as below:

**Table 4.1 The Example of Score Board**

| No | Name            | Point |
|----|-----------------|-------|
| 1  | Nuur Assa Liana | 5     |
| 2  | Bob Rizal       | 3     |
| 3  | Fazila Uyun     | 1     |
| 4  | Roziانا         | 6     |

|   |         |   |
|---|---------|---|
| 5 | Nuraini | 2 |
|---|---------|---|

### **Evaluations**

Based on the evaluation, the game was able to make students more interested and able to appreciate the vocabulary in the game. The evaluation that have done after the product evaluated were:

### **Advisor**

According to Boni Saputra, M.Pd, the vocabulary wheel game was good for learning medium. This game was very attractive with colorful and pictures, it can attract students interest in learning vocabulary. He also said that this game got to be explored that can be used for different level.

According to Rionaldi, M. Pd, the vocabulary wheel game was good as learning medium for junior high school students. There were few cards should be change. The picture of instrument in the zonc card was not familiar for junior high school students. The number of words also should be mentioned. It means to know how much words students should mentioned.

### **Teachers of Junior High School Students**

The result after the product evaluated to the teachers, the teachers were very excited to know more about this game. They argue this game was great to support learning English and this game was very useful for teachers as a learning medium that was effective to increase the vocabulary of each student. They hope this learning medium can be promoted to other schools and learning medium was copyrighted.

### **Junior High School Students**

The result after the product evaluated to students, they were very happy to play this game and this game can help them to add a lot of vocabulary. But most of them have difficulties when mentioning five words in one minute, because they think the time in this game was too little and they had not enough time to think of words that would they mention.

### **Problems**

There were several problems faced during the processes of making this game, they were:

### **Using the Applications to Design the Game**

In designing this game, there were several applications in personal computer used, such as Paint, Photoscape, Microsoft Publisher and the program used. However, the programs were new for business English student. That was why the game designed using more than one application and it only used basic skills and easy tools.

### **Collecting the Data for the Zonk Card**

The limited words that have in each student was confused them to use the word in speaking and writing by their own word. Therefore, the writer had difficulty to decide what kind of word that they are suitable with the English skill of each student.

## **CONCLUSION AND SUGGESTION**

### **1. Conclusion**

Vocabulary is very important in learning English, there are many learning media in learning vocabulary. One of learning media in learning vocabulary is game. By using game students can learn vocabulary in fun ways and interesting. The Vocabulary

Wheel Game was made to give more vocabulary of English for students. This game had one type of card. The name of card in this game is Zonk card. The Zonk card was used to give penalty to the player who cannot mention five words in one minute.

The processes of making the Vocabulary wheel game were: 1) collecting the materials. The materials used were personal computer, printer, ink, some paper, plywood board, and wood. 2) Designing the product. This game was made of several simple applications such as Paint, Photo Scape and Microsoft Office Publisher, as well as some images and colors to attract the interest of students in learning vocabulary. This game is used as a medium of learning vocabulary, which each student can master vocabulary by playing this game. This game has 26 sectors, which these sectors are of 26 alphabets. By using 26 alphabet, students not only focus on vocabulary that is easy or that have been recognized, but students can also add a lot of vocabulary by using the prefix of 26 alphabet. The design of these products begins by making the wheels design and the design of the card penalty to make the game more

exciting and enjoyable. Printing the product of game, it was printed by Gold Print store at Ahmad Yani Street, tukang Ngeprint at Poros street and Yung Li carpenter's workshop at Penebal village.

This game has been evaluated starts from advisor, vocabulary lecturer, teachers of Junior High School, and finished with Junior High School students. This game was helpful in learning and adds more vocabulary for students. The design of this game was used by Paint, Photo Scape and Microsoft Publisher. The first design of wheel game was with Paint. After that, the game must be completed with picture by Photo scape. Second design of penalty card was made by using Paint, Microsoft Publisher and Photo Scape program.

## **2. Suggestion**

### **Suggestions for the teachers**

The teacher can use this game as a learning medium to teach vocabulary for students in fun way.

### **Suggestions for students**

The teacher can use this game as a learning medium to teach vocabulary for students in fun way.

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