Improving Children's English Vocabulary Mastery Through The TGT Learning Model And Vocabulary Cards

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Abstract

Learning the language is very important, including learning English. However, based on research conducted by EF World Institute of Education English First announced the first comprehensive report, the on index English proficiency index in 44 English proficiency countries in Indonesia is very low in the 34th place. One of the biggest factors in English learning is that students need vocabulary mastery. In learning English in elementary school the understanding of English vocabulary is still difficult because teachers deliver learning only by lecture methods, let alone the use of very minimal media, so because of that method teaching and learning process makes the students feel boring because it feels monotonous. One way to make English learning effective is to use a learning model that can provide meaning and fun for students. Team Game Tournament learning model based on Vocabulary Card Media is expected to make students active and excited so that students can easily understand the material studied.

***Keywords**: English; Vocabulary; Students.*

1. Introduction

Language is an important role in life and life. Learning a language is very important because human language can communicate to convey messages and obtain information. Recognizing the importance of English in the future, English learning should be applied as early as possible in school. Learning English at the elementary school level is one of the efforts to build a basic foundation of quality Indonesian people, ready to compete in a global association. The application of English from an early age is expected to be able to form the character of students who can compete on the international scene. With the application of English early is expected to be able to form the character of students who can compete in the international arena.

English language learning is integrated into four skills: listening, speaking, reading, and writing, all of which must be implemented at least in learning activities that determine success in learning all areas of study. In English learning there are three elements of language that play an important role in supporting these four skills, namely pronunciation, vocabulary, and grammar (language structure), this is always an obstacle to learning English (Megawati, 2016).

From the above understanding, it can be concluded that one of the biggest factors in learning English is that students need vocabulary mastery. A vocabulary is several words that when combined will form a language. Language cannot be separated from vocabulary, as vocabulary is a very important aspect of language learning. According to Herlina (2015), vocabulary in language learning, including English, is one of the important things to master. A person will have difficulty

communicating if they do not understand the language, so it will be difficult to develop the language.

In general, elementary school students in Indonesia are beginners, and generally beginners in Learning English, students also experience obstacles in learning skills. This is mainly due to the limited number and understanding of their English vocabulary. In English vocabulary, there is mostly homophone vocabulary. Homophones are words that sound the same even though they have different spellings and meanings. Because of this, sometimes students have difficulty in memorizing and understanding English vocabulary.

Not only the above, although English is easily captured by students but must also be considered the right learning methods and models, varied and taught materials must be following the level of student development. The methods used by teachers in teaching are less varied, teachers only use conventional methods, and the absence of concrete learning media in English learning makes students less understanding of concepts well taught which resulted in students having difficulty in understanding concepts.

One way to make English learning effective is to use a learning model that can provide meaning and fun for students. One model that can direct students to gain a hands-on learning experience is the cooperative learning model. The cooperative learning model is learning that emphasizes cooperation between students and their groups to achieve the goal of learning together. This cooperative learning model can train students to discover and understand concepts that are considered difficult by exchanging thoughts or discussions with their friends through mutual help activities and encouraging them to achieve their desired goals. Cooperative learning has several learning methods such as team game tournaments (TGT) methods. The implementation of the Teams Games Tournament (TGT) cooperative learning model in English-language learning is expected to make students active and passionate so that students can easily understand the materials learned.

In addition to using the cooperative prison of the Games, the Tournament method can also be helped with learning media. Learning media is an integral part of the teaching and learning process. One of the learning media is a picture card or media card. Card media is one of the print learning media. The card medium contains images (objects, animals, etc.) that can train students and enrich students' understanding of vocabulary. Cards are a guide or stimulus for students to give a good response. And the media of the card can be used in English learning. This media card is quite effective, easy to make, and does not cost much. Media card materials used are very easy to obtain and often found in daily life. Media cards can also make children active and learn while playing.

2. Discussion

In the current discussion phase, we will discuss the cooperative learning model of Team Game Tournament type, vocabulary card learning media, and learning stage by applying Vocabulary Card-Based Team Game Tournament Learning Model.

2.1. Team Game Tournament Learning Model.

Teams Games Tournaments (TGT) model of cooperative learning is developed originally by David De Vries and Keath Edward in 1995. Slavin (2008)

found that TGT successfully improves basic skills, achievements, positive interactions among students, self-esteem, and attitudes acceptance of different students. In the TGT learning model, students study the material in the classroom. There are five components of the TGT learning model, namely: the presentation stage in class, team, game, tournament, and team recognition.

Team Games Tournament (TGT) is one of the cooperative learning types. The students are divided into teams that consist of four-person or more with different levels of ability, gender, and ethnic background. Furthermore, teachers deliver the lessons, students learn in a team, and ensure that all team members have mastered the lesson. After that, the students will play an academic game with other team members to get points. Students play this game together with three people on the "tournaments table ", all three participants in the tournament table are the students who have the same record at the last score. The team with a high score will get awards from other teams (Slavin, 2005).

According to Slavin (1995: 105) there are five main components in cooperative learning types teams games tournaments (TGT) namely:

a. Class Presentation.

The presentation of classes in Cooperative Learning Types teams-games-tournaments (TGT) is no different from ordinary teaching or classical teaching by teachers, only teaching is more focused on the material being discussed only.

b. Group (Teams).

The group is organized with 4-5 members who represent the mixing of various diversity in the class such as academic ability, type of Kemin, race, or ethnicity. Their main function is that the members of the group convince each other that they can work together in learning and working on games or worksheets and more specifically to prepare all members in the face of competition.

c. Games.

Questions in the game are designed from material relevant to the material presented to test the knowledge gained representing each group. Most of the questions on the quiz are simple forms. Each student takes a numbered card and answers a question that corresponds to the number on the card.

d. Competition/tournament .

Tournaments are the arrangement of several games contested.   Usually held at the end of the week or the end of the main unit, after the teacher provides the presentation of the class and the group works on the worksheet.

e. Group Recognition .

Group recognition is done by awarding a prize or certificate for the efforts that the group has done during learning to achieve the mutually agreed criteria.

The cooperative learning model Teams Games Tournaments (TGT) is considered to improve student's motivation and learning outcomes. Because students can learn more fun and can foster responsibility, honesty, cooperation,

healthy competition, and learning engagement. According to Slavin (2008), reports some research results on the influence of cooperative learning on student achievement that explicitly expressed the benefits of TGT learning, as follows:

a. Students in classes using TGT gain significantly more friends from groups they are racial than students in the traditional classroom.
b. Improving student's sense/perception that the outcomes they get depend on performance rather than on luck.
c. TGT increases social self-esteem in students but not for a sense of their academic self-esteem.
d. TGT increases the cooperativeness of others (verbal and non-balance cooperation, less competition).
e. Higher student involvement in learning together, but using more time.
f. TGT increases student attendance at school in adolescents with emotional disturbance, fewer receiving suspension or other treatment. The cooperative learning model Teams Games Tournaments (TGT) is considered to improve student's motivation and learning outcomes. Because students can learn more fun and can foster responsibility, honesty, cooperation, healthy competition, and learning engagement.

Each learning model of course has its advantages and disadvantages. The advantages of cooperative learning of the TGT model according to Slavin (2005:163) are learning using academic tournaments and using quizzes and individual scores, increasing sensitivity and social solidarity, cooperating, and eliminating selfishness. While according to Shoimin (2014: 208) revealed the weaknesses of the cooperative learning TGT model takes a long time, teachers are required to be good at choosing subject matter suitable for this model, teachers must prepare this model well, for example making problems for tournament tables or competitions, and teachers must know the academic order of students from high to low.

2.2. Vocabulary Cards

In addition to using the cooperative prison model, the Teams Games Tournament method can also be helped with a learning medium. Media is a means to convey information from a source, where the means here can be anything that can provide or become a source of information. Learning media is a very important and inseparable part of the teaching and learning process. Learning media is anything that can help teachers to convey information to students, this media can be objects, events, or people.

One of the learning media is a Vocabulary card or media card. According to Taufik (2010: 629), cards are small, rectangular thick paper, while words are elements of language that have meaning and that can be spoken or written and used in language. The image is the result of the simplification of the actual form. So, it can be understood that the picture-word card is one of the rectangular media made of cardboard or thick paper, has a relatively small size, on which there are pictures and words. Card media is one of the print learning media. The card media contains images (objects, animals, etc.) that can train and enrich the vocabulary of learners.

Based on some of the above opinions it can be concluded that vocabulary cards are one of the learning media that one of its uses to improve vocabulary mastery, in addition, this media can facilitate teachers in introducing students to the shape of letters, symbols, colors, can also be used as a tool to introduce nouns and verbs that are around. It is economical, easy to make, and its use can be narrated in a variety of games that can be adapted to the material taught.

2.3. Learning Stages By Applying a Vocabulary Card-Based Team Game Tournament Learning Model.

The procedures in the Learning Model of Team Game Tournament (TGT) based on vocabulary card media are as follows:

a. The teacher presents material on the topic, for example, the teacher presents the subject matter about "Animals".
b. The teacher presents material about "Animals" by showing animal picture cards to make it easier for students to remember the material.
c. After explaining about "Animals", the teacher divides the students into several small groups.
d. The teacher explains to the students the steps of the game to be implemented.
e. The teacher distributes letter cards to each group.
f. The teacher asks representatives of each group to come forward and take the problem card (animal picture card) at random.
g. The teacher gives time for each group to try to arrange the letters according to the English of the animal cards that have been taken.
h. The group that successfully answers correctly will get a point and can sing the chants that have been made.

3. Conclusion

Language is an important role in life and life. With language, people can communicate to convey messages and obtain information. Language is also a means of communication to express everything implied in man and the means of daily communication between people and each other. Communication will be carried out with language.

In English learning, learners need vocabulary mastery. Vocabulary is an important component of language. Vocabulary is the most powerful component of language. In using language, vocabulary-rich learners will succeed in their expression skills. Vocabulary is the number of words that when combined will form a language. A person will have difficulty in communication if they do not understand the language, so it will be difficult to develop their language. Vocabulary is an important factor in learning to teach English as a foreign language even in all languages. For students to master a large amount of English vocabulary, it takes a lot of practice.

The procedure in the Learning Model team game tournament (TGT) based on vocabulary card media can be an alternative learning procedure to convey English language learning to students. The combination of the Team Game Tournament (TGT) learning model with vocabulary card media makes students be active and passionate in learning activities so that learning materials can be well understood by students.

Thanks To

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