

**Using the Bookworm Deluxe Game in Enhancing Junior High School  
Students' Spelling Ability and Vocabulary Enrichment**

**Submitted as Paper**



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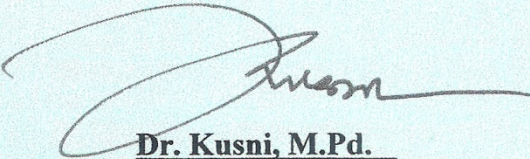
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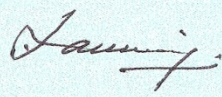
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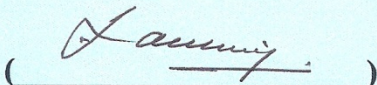
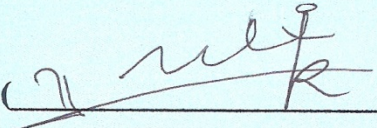
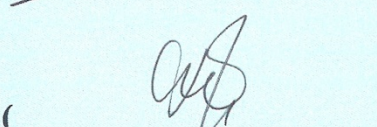
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## ABSTRAK

Andarini, Elsa 2010. *Using the Bookworm Deluxe Game in Enhancing Junior High School Students' Spelling Ability and Vocabulary Enrichment*. Makalah. Jurusan Bahasa dan Sastra Inggris, Fakultas Bahasa dan Seni – Universitas Negeri Padang.

Penulisan makalah ini bertujuan untuk membantu guru bahasa Inggris dalam menyajikan variasi materi kepada siswa Sekolah Menengah Pertama (SMP). Dalam Kurikulum Bahasa Inggris atau yang lebih dikenal dengan Kurikulum Tingkat Satuan pendidikan (KTSP) untuk Sekolah Menengah Pertama saat ini, pengajaran bahasa Inggris bertujuan agar peserta didik memiliki kemampuan yang telah ditargetkan. Untuk memenuhi target tersebut, terdapat ruang lingkup dari mata pelajaran bahasa Inggris itu sendiri. Ada empat aspek yang harus dikuasai siswa, yakni *reading, writing, listening dan speaking*. Keempat aspek ini tidaklah akan dapat dikuasai secara maksimal tanpa beberapa hal penyokong, dan diantaranya adalah kemampuan mengeja (*spelling ability*) dan penguasaan kosa kata (*vocabulary mastery*).

Dalam makalah ini *the Bookworm Deluxe Game* diusulkan sebagai salah satu alternatif dalam memaksimalkan kemampuan siswa dalam mengeja dan menambah kosa kata. Dalam peningkatan kemampuan mengeja, *the Bookworm Deluxe Game* dipilih karena memunculkan secara jelas komponen huruf pembentuk sebuah kata dalam bahasa Inggris. Sementara dalam penambahan kosa kata, *the Bookworm Deluxe Game* dipilih karena siswa dapat mengetahui arti dari kata – kata yang mereka temukan dari permainan ini. Jika hal ini dilakukan secara berkelanjutan, maka akan dapat meningkatkan kemampuan siswa dalam mengeja dan menambah kosa kata. Selain itu, permainan edukasi ini di usulkan karena pemanfaatannya yang tepat sasaran dan mudah didapatkan, dan juga sangat memberikan peluang kepada siswa untuk dapat menambah kemampuan mengeja dan menambah kekayaan kosa kata dengan motivasi yang lebih baik. Hal ini tentunya juga di harapkan untuk dapat meningkatkan pemahaman dan kemampuan siswa terhadap empat aspek yang telah disyaratkan kepada mereka secara lebih optimal.

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# CHAPTER I

## INTRODUCTION

### **A. Background of the Problem**

Language is the most important form of communication among human being.

Brown (2002) stated that by using language, people can share thoughts, feelings, and ideas. While Wilkins (1974) says language is very essential in our life, because it mediates our elaborate social structure. Since there are so many languages in the world, people need a media to talk each other, which is English.

According to Papalia (1976) English has an important role in the major aspects of life in this globalization area. The influence of English is increase with the advance of information and technology, which has evidently accelerated the development of knowledge. Since this global language has a great contribution to one's success in this information era, governments of most of countries in the world put English in their education program. The aim is to make their youths mastered in English. Therefore, they can communicate in global world and increase their quality of life.

English is also a language with a great reach and influence. It is taught all over the world under many different circumstances. One of the circumstances is like one in Indonesia. Indonesia is English as a Foreign Language (EFL) country. In other words, Indonesia is a non-English-speaking country.

Typically, as stated in Wikipedia (2006), in Indonesia EFL is learned either to pass exams as a necessary part of education, or for career progression. English is also a part of the school's curriculum in EFL countries. In Indonesia, the present curriculum is called as KTSP (Kurikulum Tingkat Satuan Pendidikan) which requires students to master four skills: reading, writing, listening and speaking. These four skills cannot be built perfectly without proper pronunciation, grammar, spelling and vocabulary. In this paper, the author will focus on the way to increase students' ability in spelling and vocabulary mastery.

Spelling is one of the important things in learning English. This fact can be seen in our daily life, where many English learners find difficulties in writing. It becomes a common problem for both native and non-native speakers. At the end, this problem become a widely spread reason why people dislike writing. Most teachers neglect this kind of ability. They tend to forget to find a way how to make students spell the words correctly. However, it does not mean that teachers and students need to take it for granted and do nothing with language learners to improve the situation. Spelling, as any other language skill, needs particular attention from the teachers and the students. Otherwise, if learners realize that spelling is not important, the fact itself that there are things in language which learners may skip or which aren't worth spending time on, may result to wrong perception of the language learning process generally.

In English as a Foreign Language Country (EFL), lack of vocabulary is also a common problem. It needs an uphill struggle for most students. Even with simple words, students often find difficulties in memorizing them. This fact indicates that creating a good way in enhancing students' vocabulary is needed. Kline in Dryden et.al (1999) says that learning process will be effective if the learner in the fun condition. Based on this statement, the teacher should be able to find a fun way in teaching every subject, including vocabulary. Sardiman (1996) says that motivation is an essential condition of learning. The result of study will be optimum, if there is a huge motivation. Therefore, In learning vocabulary, using game is one of the proper choices. In this case, using the Bookworm Deluxe game is effective in improving students' ability in spelling and enriching their vocabulary.

The Bookworm Deluxe Game is one of an education game that can help both teachers and students in getting closer with the English words. The Bookworm Deluxe is such a letter puzzle game that published by Pop Cap, one of the famous game publishers. It contains many words which shown in the form of many tiles written by disordered letter. This game can be operated manually by using papers, or even digitally by using personal computer (PC), laptop or projectors. Related to the teacher's activity in developing teaching materials to be more motivating, this game is a good choice to increase students' ability in spelling the words and enriching their vocabulary.



This game is effective because it is practically applied. The process of playing this game is also focus on students which automatically requires them to be active during the teaching learning process. The function of the teachers just as a facilitator and motivator, where they are not allowed to monopolized the activities.

Based on the explanation above, the writer wants to introduce the Bookworm Deluxe game. It is expected that this game will be useful in class to help students in increasing students' ability in spelling and vocabulary enrichment. Surely, the mastery of spelling and vocabulary will have a great effect in enhancing the four main skills in learning English.

## **B. Limitation of the Problem**

Based on the background of the problem above, there is a conclusion that the Junior High School students face the difficulties in spelling and also in enriching their vocabulary. It is too bad that those aspects have been neglected. Due to this problem, the teacher needs to find the way to increase students' ability in spelling and in increasing their vocabulary. In this paper, the problem is limited to the Bookworm Deluxe game to help teachers in creating some variations in teaching, and also to help students in the process of increasing the ability of spelling and vocabulary enrichment.

### **C. Formulation of the Problem**

Based on the limitation of the problem as mentioned above, the problem is formulated as follow: “How does English teacher use the Bookworm Deluxe game in increasing students’ spelling ability and vocabulary enrichment.”

### **D. Purpose of the Paper**

This paper is mainly aimed at explaining about how the Bookworm Deluxe game can be used in increasing students’ ability in spelling the words and for their vocabulary enrichment. It is expected that this paper can give contribution for both teacher and students who face problems in those two aspects.