DEVELOPING WORDWALL-BASED DIGITAL MEDIA FOR TEACHING VOCABULARY OF FIFTH-GRADE STUDENTS IN THE SECOND SEMESTER AT SD NEGERI 1 BAKTISERAGA

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ABSTRACT

Teaching vocabulary at elementary school sometimes has difficulties, so that students become less interested in learning due to the use of traditional media and monotonous teaching methods. In this study, the researcher tried to develop Wordwall-based digital media to teach English vocabulary for fifth-grade students. The aim of this study is to develop Wordwall-based digital media to teach English vocabulary for fifth-grade students in elementary school by using D&D (Design and Development) research, and ADDIE (Analysis, Design, Development, Implementation. and Evaluation) model to collect the data. The researcher uses two methods in this study through qualitatively and quantitatively. In collecting qualitative data, the researcher did classroom observations, interviewing the English teacher, analyzing a matrix of module, and designing an English blueprint. Meanwhile, at the stage of developing Wordwall-based digital media, the researcher used 4 aspects of vocabulary by Harmer (1991) and included target vocabulary from the book of My Next Words. In addition, in collecting quantitative data, the researcher calculated the percentage of scores obtained by expert judges using the formula from Tegeh & Kirna (2010). The results showed that Wordwall-based digital media that had been developed by the researcher was suitable for teaching vocabulary for fifth-grade students in elementary school.

Keywords: Teaching vocabulary, Wordwall-based digital media, D&D research, and ADDIE model.

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ABSTRAK

Pengajaran kosakata di sekolah dasar terkadang mengalami kesulitan, sehingga siswa menjadi kurang berminat belajar akibat penggunaan media tradisional dan metode pengajaran yang monoton. Dalam penelitian ini, peneliti mencoba mengembangkan media digital berbasis Wordwall untuk mengajarkan kosakata bahasa Inggris kepada siswa kelas V. Tujuan dari penelitian ini adalah mengembangkan media digital berbasis Wordwall untuk mengajarkan kosakata bahasa Inggris pada siswa kelas V sekolah dasar dengan menggunakan penelitian D&D (Design and Development), dan model ADDIE (Analysis, Design, Development, Implementation. and Evaluation). untuk mengumpulkan data. Peneliti menggunakan dua metode dalam penelitian ini melalui kualitatif dan kuantitatif. Dalam mengumpulkan data kualitatif, peneliti melakukan observasi kelas, mewawancarai guru bahasa Inggris, menganalisis matriks modul, dan merancang cetak biru bahasa Inggris. Sedangkan pada tahap pengembangan media digital berbasis Wordwall, peneliti menggunakan 4 aspek kosakata Harmer (1991) dan memasukkan target kosakata dari buku My Next Words. Selain itu, dalam pengumpulan data kuantitatif, peneliti menghitung persentase skor yang diperoleh juri ahli dengan menggunakan rumus dari Tegeh & Kirna (2010). Hasil penelitian menunjukkan bahwa media digital berbasis Wordwall yang dikembangkan peneliti cocok untuk pengajaran kosakata bagi siswa kelas V sekolah dasar.

Kata Kunci: Pengajaran kosakata, media digital berbasis Wordwall, penelitian D&D, dan model ADDIE.