

APPENDIX



Appendix 1. Observation Permission Letter



KEMENTERIAN PENDIDIKAN, KEBUDAYAAN, RISET DAN TEKNOLOGI

UNIVERSITAS PENDIDIKAN GANESHA
FAKULTAS BAHASA DAN SENI

Jalan A.Yani No. 67 Singaraja Bali Kode Pos 81116
Telepon (0362) 21541 Fax. (0362) 27561 Laman:
fbs.undiksha.ac.id

Nomor : 3763/UN48.7.1/DT/2026

30 Maret 2026

Perihal : **Permohonan Izin Observasi**

Yth. Kepala SD Dwi Bahasa North Bali Bilingual School

Dalam rangka pengumpulan data untuk menyelesaikan Tugas Akhir/Skripsi THE EFFECT OF IMPLEMENTING EDUCAPLAY ON FIRST GRADE STUDENTS' ENGLISH VOCABULARY MASTERY AT PRIMARY SCHOOL di dalam sekolah, dengan hormat kami mohon agar Bapak/Ibu mengizinkan mahasiswa di bawah ini:

Nama	: Gede Krisna Widiadharma
NIM	: 2212021120
Jurusan	: Bahasa Asing
Program Studi	: Pendidikan Bahasa Inggris
Jenjang	: S1
Tahun Akademik	: 2026/2027

untuk mencari data yang diperlukan pada institusi yang Bapak/Ibu pimpin.

Atas perhatian dan bantuan Bapak/Ibu, kami ucapkan terima kasih.

an, Dekan,
Wakil Dekan I,


Ni Luh Putu Eka Sulistia Dewi
NIP. 198104192006042002

Tembusan:

1. Dekan FBS Undiksha Singaraja
2. Koorprodi. Pendidikan Bahasa Inggris
3. Sub Bagian Pendidikan FBS

Appendix 2. Research Permission Letter



KEMENTERIAN PENDIDIKAN, KEBUDAYAAN, RISET DAN TEKNOLOGI

UNIVERSITAS PENDIDIKAN GANESHA
FAKULTAS BAHASA DAN SENI

Jalan A.Yani No. 67 Singaraja Bali Kode Pos 81116
Telepon (0362) 21541 Fax. (0362) 27561 Laman:
fes.undiksha.ac.id

Nomor : 3763/UN48.7.1/DT/2026

30 Maret 2026

Perihal : Permohonan Izin Pengambilan Data & Informasi

Yth. Kepala SD Dwi Bahasa North Bali Bilingual School

Dalam rangka pengumpulan data untuk menyelesaikan Tugas Akhir/Skripsi THE EFFECT OF IMPLEMENTING EDUCAPLAY ON FIRST GRADE STUDENTS' ENGLISH VOCABULARY MASTERY AT PRIMARY SCHOOL di dalam sekolah, dengan hormat kami mohon agar Bapak/Ibu mengizinkan mahasiswa di bawah ini :

Nama	: Gede Krisna Widiadharma
NIM	: 2212021120
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Program Studi	: Pendidikan Bahasa Inggris
Jenjang	: S1
Tahun Akademik	: 2026/2027

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an. Dekan,
Wakil Dekan I,

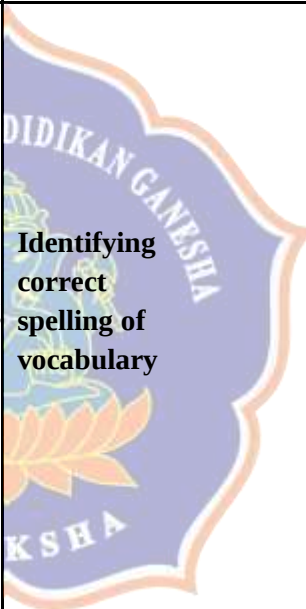

Ni Luh Putu Eka Sulistia Dewi
NIP. 198104192006042002

Tembusan:

1. Dekan FBS Undiksha Singaraja
2. Koorprodi. Pendidikan Bahasa Inggris
3. Sub Bagian Pendidikan FBS

Appendix 3. Blue Print of Post-Test

No	Learning Outcomes (Capaian Pembelajaran/ CP)	Basic Competency	Indicators	Level of cognitive			Total
				C1	C2	C3	
1.	By the end of the learning phase, students are able to understand and use simple English vocabulary related to daily life (fruits, animals, body parts). Students can recognize, interpret, and apply vocabulary in simple contexts.	K.D. 3.1: Identifying and understanding simple vocabulary related to everyday objects	Identifying meanings of vocabulary (fruits, animals, body parts)	1, 2, 3, 4, 5, 6			6
2.	By the end of the learning phase, students are able to use simple English vocabulary appropriately in guided activities. They can select, match, and	K.D. 4.1: Understanding vocabulary through visual media	Matching words with appropriate pictures		7, 8, 9, 10, 11, 12		6

apply vocabulary in exercises such as word puzzles, picture matching, and simple sentence completion.	K.D. 3.2: Understanding vocabulary usage	Choosing correct words based on images or context	13, 14, 15, 16, 17		5
	K.D. 4.2: Applying vocabulary in simple exercises	Completing word puzzles (matching, word search)	18, 19, 20, 21, 22		5
	K.D. 3.3: Recognizing spelling and meaning	 Identifying correct spelling of vocabulary	23, 24, 25		3

		K.D. 4.3: Using vocabulary in context	Completing simple sentences using appropriate vocabulary		26, 27, 28, 29, 30		5
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English Vocabulary Test for 4th Grade of Elementary School

Please fill in your name & number Name:

Number:

Please pay attention to the questions and choose (X) the correct answer

1. what fruit is this?



A. watermelon

B. snakefruit

C. starfruit

D. pineapple

2. what fruit is this?



- A. snakefruit
- B. starfruit
- C. strawberry
- D. grape

3. what fruit is this?



- A. watermelon
- B. snakefruit
- C. starfruit
- D. pineapple



4. what fruit is this?



- A. watermelon
- B. snakefruit
- C. starfruit
- D. pineapple

5. what fruit is this?



- A. watermelon
- B. snakefruit
- C. starfruit
- D. jackfruit



6. what animal is this?*



A. lobster

B. orca

C. dolphin

D. owl

7. what animal is this?*



A. lobster

B. orca

C. dolphin

D. bat



8. what animal is this?*



A. lobster

B. orca

C. dolphin

D. owl

9. what animal is this?*



A. lobster

B. orca

C. dolphin D. owl



10. what animal is this?*



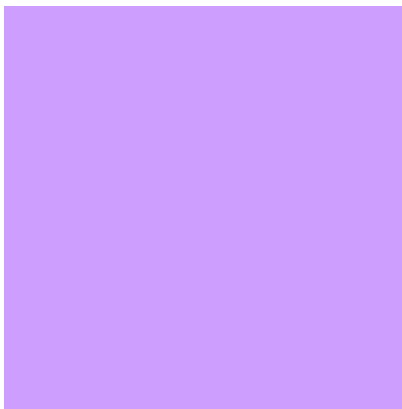
A. raccoon

B. orca

C. dolphin

D. owl

11. what is the name of this color?*



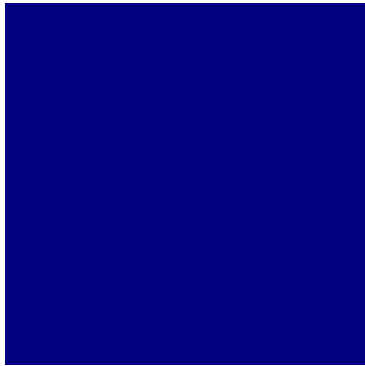
A. blue

B. yellow

C. white

D. violet

12. what is the name of this color?*



A. red

B. yellow

C. white

D. navy

13. what is the name of this color?*



A. maroon

B. yellow

C. white

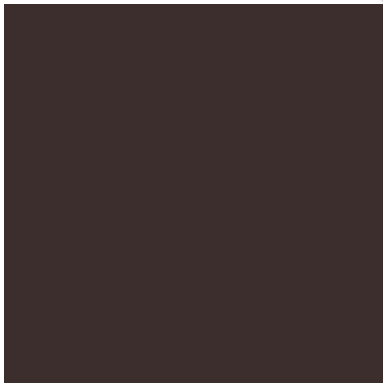
D. violet

14. what is the name of this color?*



- A. blue
- B. yellow
- C. white
- D. dark grey

15. what is the name of this color?*



- A. blue
- B. yellow
- C. white
- D. dark brown

16. what flag is this?*



- A. spain
- B. norway
- C. italy
- D. germany

17. what flag is this?*



- A. spain
- B. norway
- C. italy
- D. germany

18. what flag is this?*



- A. indonesia
- B. china
- C. italy
- D. japan

19. what flag is this?*



- A. indonesia
- B. china
- C. italy
- D. germany

20. what flag is this?*



A. indonesia

B. china

C. italy

D. singapore

21. what profession is this?*



A. photographer

B. painter

C. singer

D. engineer

22. what profession is this?*



A. photographer

B. painter

C. singer

D. engineer

23. what profession is this?*



A. photographer

B. scientist

C. singer

D. engineer

24. what profession is this?*



A. photographer

B. scientist

C. singer

D. chef

25. what profession is this?*



A. photographer

B. scientist

C. singer

D. engineer

26. what part of the body is this?*



- A. hair
- B. neck
- C. chest
- D. eye

27. what part of the body is this?*



- A. hair
- B. neck
- C. chest
- D. nose

28. what part of the body is this?*



- A. hair
- B. neck
- C. ankle
- D. eye

29. what part of the body is this?*



- A. arm
- B. neck
- C. chest D. eye

30. what part of the body is this?*



A. arm

B. neck

C. mouth D. eye



English Vocabulary Test for 4th Grade of Elementary School

Please fill in your name & number Name:

Number:

Please pay attention to the questions and choose (X) the correct answer

1. what fruit is this?



A. watermelon

B. snakefruit

C. starfruit

D. pineapple

2. what fruit is this?



- A. snakefruit
- B. starfruit
- C. strawberry
- D. grape

3. what fruit is this?



- A. watermelon
- B. snakefruit
- C. starfruit
- D. pineapple



4. what fruit is this?



- A. watermelon
- B. snakefruit
- C. starfruit
- D. pineapple

5. what fruit is this?



- A. watermelon
- B. snakefruit
- C. starfruit
- D. jackfruit



6. what animal is this?*



A. lobster

B. orca

C. dolphin

D. owl

7. what animal is this?*



A. lobster

B. orca

C. dolphin

D. bat



8. what animal is this?*



A. lobster

B. orca

C. dolphin

D. owl

9. what animal is this?*



A. lobster

B. orca

C. dolphin D. owl

10. what animal is this?*



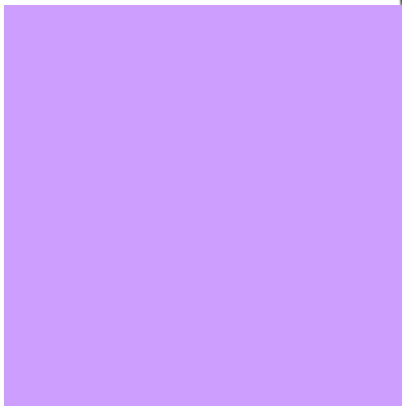
A. raccoon

B. orca

C. dolphin

D. owl

11. what is the name of this color?*



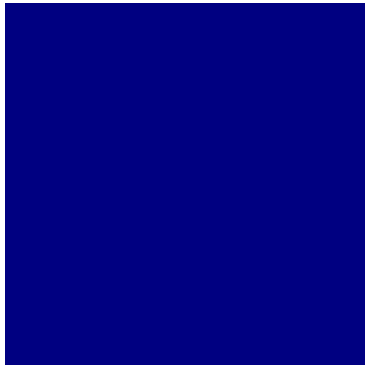
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B. yellow

C. white

D. violet

12. what is the name of this color?*



A. red

B. yellow

C. white

D. navy

13. what is the name of this color?*



A. maroon

B. yellow

C. white

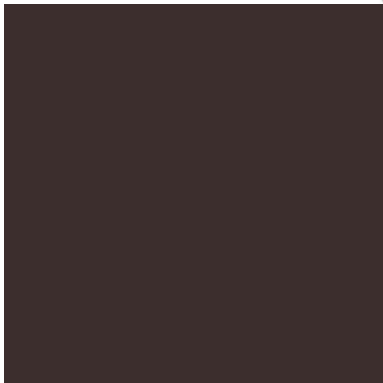
D. violet

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- A. blue
- B. yellow
- C. white
- D. dark grey

15. what is the name of this color?*



- A. blue
- B. yellow
- C. white
- D. dark brown

16. what flag is this?*



- A. spain
- B. norway
- C. italy
- D. germany

17. what flag is this?*



- A. spain
- B. norway
- C. italy
- D. germany

18. what flag is this?*



A. indonesia

B. china

C. italy

D. japan

19. what flag is this?*



A. indonesia

B. china

C. italy

D. germany

20. what flag is this?*



A. indonesia

B. china

C. italy

D. singapore

21. what profession is this?*



A. photographer

B. painter

C. singer

D. engineer

22. what profession is this?*



A. photographer

B. painter

C. singer

D. engineer

23. what profession is this?*



A. photographer

B. scientist

C. singer

D. engineer

24. what profession is this?*



A. photographer

B. scientist

C. singer

D. chef

25. what profession is this?*



A. photographer

B. scientist

C. singer

D. engineer

26. what part of the body is this?*



- A. hair
- B. neck
- C. chest
- D. eye

27. what part of the body is this?*



- A. hair
- B. neck
- C. chest
- D. nose

28. what part of the body is this?*



- A. hair
- B. neck
- C. ankle
- D. eye

29. what part of the body is this?*



- A. arm
- B. neck
- C. chest
- D. eye

30. what part of the body is this?*



- A. arm
- B. neck
- C. mouth
- D. eye



Appendix 6. Students' Name

Students 4B
una
keke
kirana
naisha
meili
lcha
pritha
Christy
Owen
Fey
elina
Ahmad
Avina
shiloh
quinzy
Abhi
beryl
doni
gestha
dinesh
Dhanes
janu
adhip
ravi



Appendix 7. Students' Score

Name	Pre Test	Post Test
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una	93	100
-----	----	-----

keke	86	100
kirana	90	93
naisha	83	96
meili	93	100
lcha	86	100
pritha	93	100
Christy	90	96
Owen	90	96
Fey	90	96
elina	93	100
Ahmad		100
Avina	93	100
shiloh	93	100
quinzy	93	100
Abhi	86	100

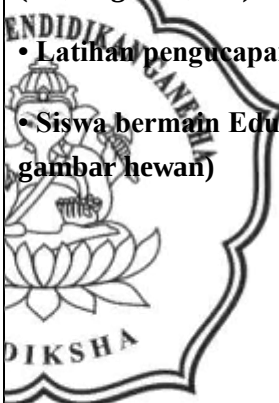
beryl	86	100
doni	93	100
gestha	93	100
dinesh	93	100
Dhanes	90	96
janu	90	96
adhip	90	96
ravi	90	96

Appendix 8. Lesson Plans

Kegiatan Pembelajaran			
Pertemuan Ke-1 (Colors) + (Pre-Test)			
No.	Tahap	Waktu	Aktivitas Pembelajaran
1	Pendahuluan	10 Menit	• Guru membuka kelas dengan salam dan mengulas tujuan pembelajaran. • Guru memberikan latar belakang singkat tentang Educaplay

2	Inti	40 menit	 • Siswa mengerjakan pre test • Guru memperkenalkan kosakata warna (red, blue, yellow, dll.) • Siswa menirukan pengucapan • Siswa bermain Educaplay (matching warna dengan gambar)
3	Penutup	10 Menit	• Guru dan peserta didik bersama sama merefleksikan pembelajaran • Guru memberikan bayangan untuk pertemuan berikutnya. • Guru menutup pembelajaran dengan doa.

Kegiatan Pembelajaran			
Pertemuan Ke-2 (Animals)			
No.	Tahap	Waktu	Aktivitas Pembelajaran
1	Pendahuluan	10 Menit	• Guru membuka kelas dengan salam dan mengulas tujuan pembelajaran. • Guru memberikan latar belakang singkat tentang Educaplay

2	Inti	20 menit	• Guru memperkenalkan kosakata hewan (cat, dog, lion, dll.) • Latihan pengucapan bersama • Siswa bermain Educaplay (matching gambar hewan) 
3	Penutup	10 Menit	• Guru dan peserta didik bersama sama merefleksikan pembelajaran • Guru memberikan bayangan untuk pertemuan berikutnya. • Guru menutup pembelajaran dengan doa.

Kegiatan Pembelajaran			
Pertemuan Ke-3 (Fruits)			
No.	Tahap	Waktu	Aktivitas Pembelajaran

1	Pendahuluan	10 Menit	- Guru membuka kelas dengan salam dan mengulas tujuan pembelajaran. - Guru memberikan latar belakang singkat tentang Educaplay
2	Inti	20 menit	- Pengenalan kosakata (apple, banana, orange, dll.) - Siswa mengulang kosakata - Educaplay (matching dan kuis sederhana)
3	Penutup	10 Menit	- Guru dan peserta didik bersama sama merefleksikan pembelajaran - Guru memberikan bayangan untuk pertemuan berikutnya. - Guru menutup pembelajaran dengan doa.

Kegiatan Pembelajaran

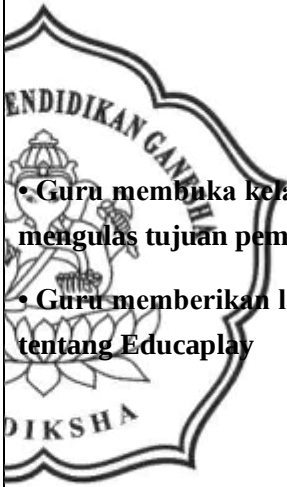
Pertemuan Ke-4 (Flags)

No.	Tahap	Waktu	Aktivitas Pembelajaran
1	Pendahuluan	10 Menit	- Guru membuka kelas dengan salam dan mengulas tujuan pembelajaran. - Guru memberikan latar belakang singkat tentang Educaplay

Kegiatan Pembelajaran			
Pertemuan Ke-5 (Body Parts)			
No.	Tahap	Waktu	Aktivitas Pembelajaran
1	Pendahuluan	10 Menit	- Guru membuka kelas dengan salam dan mengulas tujuan pembelajaran. - Pengantar kosakata (Indonesia, Japan, USA, dll.) - Guru memberikan latar belakang singkat tentang Educaplay
2	Inti	20 menit	
2	Inti	20 menit	- Diskusi singkat - Pengantar kosakata (head, hand, leg, dll.) - Educaplay (matching bendera dengan nama negara) - Siswa menirukan gerakan
3	Penutup	10 Menit	- Educaplay (word search / matching) - Guru dan peserta didik bersama sama merefleksikan pembelajaran
			- Guru memberikan bayangan untuk pertemuan berikutnya. - Guru menutup pembelajaran dengan doa.



3	Penutup	10 Menit	• Guru dan peserta didik bersama sama merefleksikan pembelajaran • Guru memberikan bayangan untuk pertemuan berikutnya. • Guru menutup pembelajaran dengan doa.
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Kegiatan Pembelajaran			
Pertemuan Ke-6 (Profession) + (Post-Test)			
No.	Tahap	Waktu	Aktivitas Pembelajaran
1	Pendahuluan	10 Menit	 • Guru membuka kelas dengan salam dan mengulas tujuan pembelajaran. • Guru memberikan latar belakang singkat tentang Educaplay
2	Inti	40 menit	• Pengenalan kosakata (teacher, engineer, chef, dll.) • Siswa bermain Educaplay (matching pekerjaan) • Siswa mengerjakan post-test

3	Penutup	10 Menit	- Guru dan peserta didik bersama sama merefleksikan pembelajaran - Guru memberikan bayangan untuk pertemuan berikutnya. - Guru menutup pembelajaran dengan doa.
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Appendix 9. Lampiran

Meeting 1

Pre-test:

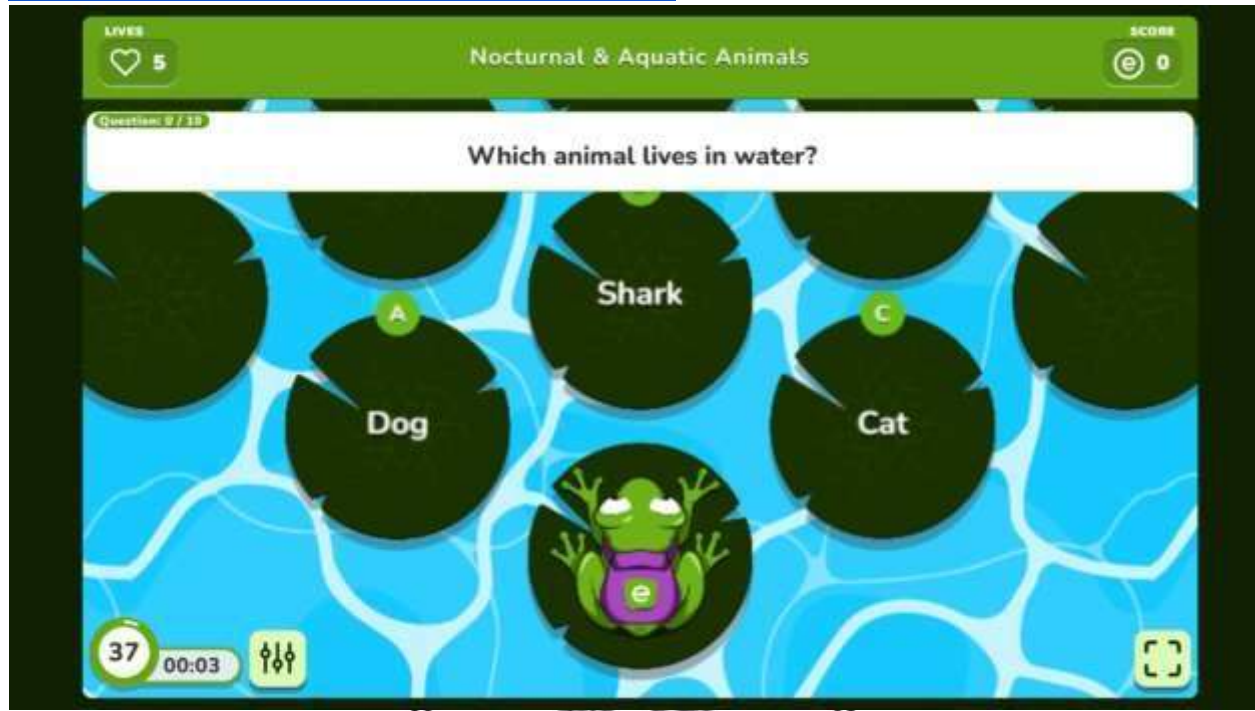
https://docs.google.com/forms/d/e/1FAIpQLSes2K4_Pu0AoZBb7NmBYHHDF40X6SaMi22ZNV3U626GIh-rPA/viewform?usp=dialog

Colors: https://www.educaplay.com/learning-resources/28514519color_shadows_dark_vs_bright_quiz.html



Meeting 2

Animals: https://www.educaplay.com/learning-resources/28500662animal_trivia_challenge.html



Meeting 3

Fruits: https://www.educaplay.com/learning-resources/27978729fruits_by_size_matching_challenge.html



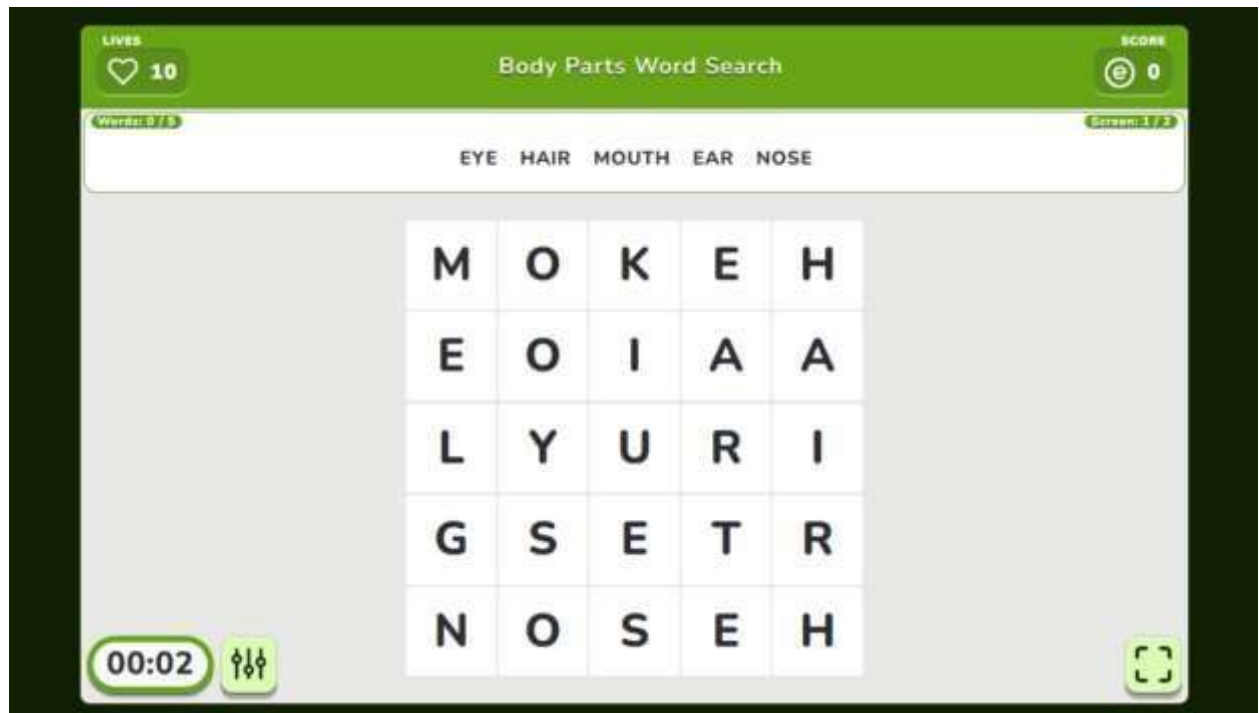
Meeting 4

Flags: https://www.educaplay.com/learning-resources/28017383flags_asian_vs_european_match_up.html



Meeting 5

Body Parts: https://www.educaplay.com/learning-resources/28489501body_parts_word_search.html



Meeting 6

Professions: https://www.educaplay.com/learning-resources/28029801matching_flags_mencocokan_bendera.html

Post-test:

https://docs.google.com/forms/d/e/1FAIpQLSes2K4_Pu0AoZBb7NmBYHHDF40X6SaMi22ZNV3U626GIh-rPA/viewform?usp=dialog



Appendix 10. Expert Judgment of Learning Media

EXPERT JUDGEMENT OF LEARNING MEDIA

Expert Judge I/II : Prof.Dr. Ni Nyoman Padmadewi, M.A.
NIP : 196202021988032001
Position : 1st Supervisor
Institution : Undiksha

INTRODUCTION

This is a request for your valuable time and expertise to review and validate the attached instrument, designed to assess the effectiveness of Educaplay as learning media among fourthgrade students at SD Dwi Bahasa North Bali Bilingual School. Your evaluation and feedback are crucial to the success of the research titled *"The effect of implementing Educaplay on the fourth grade students' English vocabulary mastery at SD Dwi Bahasa North Bali Bilingual*

School" This validation will help determine the feasibility and appropriateness of using this learning media in the study. Your insights and guidance are highly appreciated and will contribute significantly to the quality and accuracy of the instrument. Thank you for your time and thoughtful consideration.

INSTRUCTIONS

The following sections include statement items aimed at evaluating the effectiveness of Educaplay as a learning media among fourth-grade students at SD Dwi Bahasa North Bali Bilingual School. The statements are categorized into three aspects: the usability of the media, the content material, and the benefits of the application. There are 10 statement items in total.

Links to Educaplay for Each Meeting:

Meeting 1: Colors: <https://www.educaplay.com/learning-resources/28514519color-shadows-dark-vs-bright-quiz.html>

Meeting 2: Animals: <https://www.educaplay.com/learning-resources/28500662animal-trivia-challenge.html>

Meeting 3: Fruits: <https://www.educaplay.com/learning-resources/27978729fruits-by-size-matching-challenge.html>

Meeting 4: Flags: https://www.educaplay.com/learning-resources/28017383flags_asian_vs_european_match_up.html

Meeting 5: Body Parts: https://www.educaplay.com/learning-resources/28489501body_parts_word_search.html

Meeting 6: Professions: https://www.educaplay.com/learning-resources/28029801matching_flags_mencocokan_bendera.html

The evaluation provides two options for each statement:

- Relevant: Mark this if the instrument aligns with the aspect being evaluated.
- Not Relevant: Mark this if the instrument does not align with the aspect being evaluated.

Please place a checkmark (✓) in the appropriate column based on your judgment and provide feedback or suggestions in the space provided.

No	Aspect of instrument	Relevant	Irrelevant
1.	The Educaplay Digital Learning Media are easy to access and use.	✓	
2.	The Educaplay Digital Learning Media can be accessed on multiple devices (computer, tablet, smartphone).	✓	
3.	The design and interface of Educaplay Digital Learning Media are visually appealing to  students.	✓	

4.	The interactive features of Educaplay (e.g., matching games, froggy jump, word search) enhance engagement in learning.	✓	
5.	The Educaplay Digital Learning Media support multimedia content (images, audio, text).	✓	
6.	The material and instructions in the Educaplay Digital Learning Media are clear and easy to understand.	✓	
7.	The activities in Educaplay are aligned with vocabulary mastery objectives.	✓	
8.	The Educaplay activities help students improve their vocabulary related to vocabulary mastery.	✓	
9.	The use of Educaplay encourages students' interest in learning and enhances motivation.	✓	
10.	The content in Educaplay is appropriate and relevant to the Vocabulary Mastery material.	✓	

Suggestion & Feedback:

Singaraja, 2 Februari 2026
Expert Judge I/II



(Prof.Dr. Ni Nyoman Padmadewi, M.A.)

EXPERT JUDGEMENT OF LEARNING MEDIA

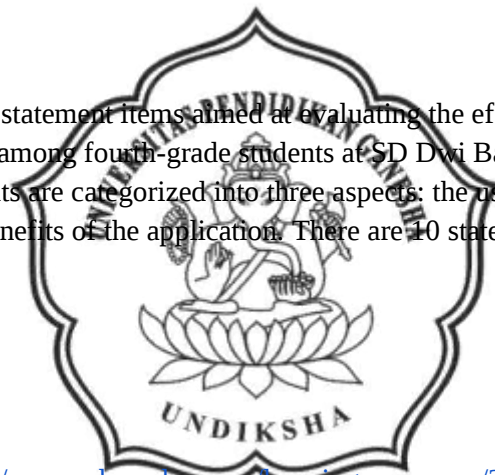
Expert Judge I/II : Prof. Dra. Luh Putu Artini, M.A., Ph.D.
NIP : 196407141988102001
Position : 2nd Supervisor
Institution : Undiksha

INTRODUCTION

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School" This validation will help determine the feasibility and appropriateness of using this learning media in the study. Your insights and guidance are highly appreciated and will contribute significantly to the quality and accuracy of the instrument. Thank you for your time

The following sections include statement items aimed at evaluating the effectiveness of Educaplay as a learning media among fourth-grade students at SD Dwi Bahasa North Bali Bilingual School. The statements are categorized into three aspects: the usability of the media, the content material, and the benefits of the application. There are 40 statement items in total.



Meeting 2: Animals: <https://www.educaplay.com/learning-resources/28500662->

and thoughtful consideration.

INSTRUCTIONS

Links to Educaplay for Each Meeting:

Meeting 1: Colors: https://www.educaplay.com/learning-resources/28514519color_shadows_dark_vs_bright_quiz.html

[animal_trivia_challenge.html](#)

Meeting 3: Fruits: https://www.educaplay.com/learning-resources/27978729fruits_by_size_matching_challenge.html

Meeting 4: Flags: https://www.educaplay.com/learning-resources/28017383flags_asian_vs_european_match_up.html

Meeting 5: Body Parts: https://www.educaplay.com/learning-resources/28489501body_parts_word_search.html

Meeting 6: Professions: https://www.educaplay.com/learning-resources/28029801matching_flags_mencocokan_bendera.html

The evaluation provides two options for each statement:

- Relevant: Mark this if the instrument aligns with the aspect being evaluated.
- Not Relevant: Mark this if the instrument does not align with the aspect being evaluated.

Please place a checkmark (✓) in the appropriate column based on your judgment and provide feedback or suggestions in the space provided.

No	Aspect of instrument	Relevant	Irrelevant
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1.	The Educaplay Digital Learning Media are easy to access and use.	✓	
2.	The Educaplay Digital Learning Media can be accessed on multiple devices (computer, tablet, smartphone).	✓	
3.	The design and interface of Educaplay Digital Learning Media are visually appealing to students.	✓	
4.	The interactive features of Educaplay (e.g., matching games, froggy jump, word search) enhance engagement in learning.	✓	
5.	The Educaplay Digital Learning Media support multimedia content (images, audio, text). 	✓	
6.	The material and instructions in the Educaplay Digital Learning Media are clear and easy to understand.	✓	
7.	The activities in Educaplay are aligned with vocabulary mastery objectives.	✓	
8.	The Educaplay activities help students improve their vocabulary related to vocabulary mastery.	✓	
9.	The use of Educaplay encourages students' interest in learning and enhances motivation.	✓	
10.	The content in Educaplay is appropriate and relevant to the Vocabulary Mastery material.	✓	
Suggestion & Feedback:			

Singaraja, 2 Februari 2026
Expert Judge I/II



(Prof. Dra. Luh Putu Artini, M.A., Ph.D.)



Appendix 11. Documentation







Appendix 12. Riwayat Hidup



Gede Krisna Widiadharmas merupakan putra pertama dari pasangan Kadek Widiastara dan Made Darmiani lahir di Singaraja, 5 Juni 2004, berkebangsaan Indonesia dan menganut agama Hindu. Penulis berasal dari Kubutambahan, Banjar Pasek, Kecamatan Kubutambahan, Kabupaten Buleleng, Provinsi Bali. Penulis (SD) di SD Negeri 1 Kubutambahan pada tahun 2016. Penulis kemudian melanjutkan pendidikan ke jenjang Sekolah Menengah Pertama (SMP) di SMP Negeri 1 Kubutambahan menyelesaikannya pada tahun 2019. Selanjutnya, penulis melanjutkan pendidikan ke jenjang Sekolah Menengah Atas (SMA) di SMA Negeri 3 Singaraja dan menyelesaikannya pada tahun 2022. Setelah itu, penulis melanjutkan pendidikan ke jenjang perguruan tinggi di Universitas Pendidikan Ganesha dengan mengambil program studi Pendidikan Bahasa Inggris, Jurusan Bahasa Asing, di Fakultas Bahasa dan Seni. Penulis akhirnya dapat menyelesaikan pendidikan perguruan tinggi selama 4 tahun pada tahun 2026 dengan judul skripsi *The Effect Of Implementing Educaplay On Fourth Grade Students' English Vocabulary Mastery At SD Dwi Bahasa North Bali Bilingual School*

