

IMPROVING CHILDREN'S VOCABULARY BY USING ENGLISH FOR KIDS APPLICATION

Agna Fitri Nadzira¹, Rasi Yugafiati²

IKIP Siliwangi, Indonesia

¹ agna@student.ikipsiliwangi.ac.id, ² tanya.rasiyugafiati@ikipsiliwangi.ac.id

Abstract

The purpose of the research is to know the result of improving children's vocabulary by using English for kids application. Nowadays, during the covid-19 pandemic, some students play with gadgets in their daily life. Because of that, the researcher wants to compare a game in smartphones to teach English. It is a reason why the researcher wants to know the impact of English for kid application for the TEYL process. This research only focuses to know about improving children's vocabulary by the English for Kids application. This research is a qualitative method. An interview and questioner use to collect data. The sample of this study is students of SDN Banyuasih II 2020/2021 in Karawang. In the final activity, the researcher asks the students to mention the new vocabulary which they learn in the English for Kids application. The researcher concludes that the English for Kids application can improve children's vocabulary a little bit.

Keywords: Children's Vocabulary; English for Kids Application; Qualitative Method

INTRODUCTION

The teacher should have the skill and competence to teach children. In the golden age, people believe that children can remember something easily. It is an effective way to teach them a foreign language. English learning by children in primary-setting like kindergarten and press school (Sri, Aseptiana, & Nai, 2019). The importance for teachers is to make an understandable and fun classroom. Children have a different emotional with an adult and it is a reasonable way the teacher should pay more attention to them. In learning a language, vocabulary is needed to understand the meaning of the words. Vocabulary is an important part of learning a foreign language because in a book or a classroom children will meet a new vocabulary (Iman & Andriyadi, 2019). Sometimes, children lazy in learning the English language because they have less vocabulary. Vocabulary is the first aspect that the student should mastery before they learn English. In learning a basic vocabulary, the student will ready to start learning English and the student will enjoy classroom activities. One of the functions of learning vocabulary is to communicate with others. The aim of learning a language is communication and vocabulary has an important role in the conversation (Asyid, Nurdiansyah, & Parmawati, 2019). A vocabulary will help students understand the learning process. Because of that when the students have less vocabulary, they will difficulty conveying something in the learning process (Deni & Fahriany, 2020). It is the reason why vocabulary is needed when learning a language skill such as listening, speaking, reading, and writing. In teaching vocabulary to the young learner, the teacher should have a technique and media to make students interest and pay attention. In the learning process, children have different characteristics from adult learners. they are more enthusiastic, energetic, and happy to learn new things (Hariyono, 2020). It is one of the reasons, why the teacher finds difficulties in teaching vocabulary to children.

In teaching vocabulary, the teacher can use a method and media that to make the students interest and give their attention (Octaberlina & Anggarini, 2020). The use of media and methods in teaching vocabulary will make it easy and enjoyable. It should help the student to learn attractively to make them more spirit in a learning process. The easy and enjoyable classroom will make the students get spirit and motivation in the learning process. The teacher roles in the teaching-learning process also needed to make it simple and easy then the students can enjoy it. Nowadays, the Covid-19 pandemic affects the system of teaching and learning process. There are two impacts on the learning and teaching process because of the Covid-19 pandemic (Aji, 2020). The first is an online school, many students and parents are not familiar with the teaching and learning process with online process. The lack of the infrastructure and readiness of the students, teachers, and parents in the process of teaching-learning also make the difficulties in an online school. The second, during the covid-19 pandemic, will affect the imbalance between community groups and regions in Indonesia. In the online school, the teacher needs media to help the students in the learning process. The media should easy and interesting to make them understand and interest in the process of teaching and learning. The function of learning media is to increase the interest and motivation of students during the learning process (Mansyur, 2020). During the covid-19, many students play a gadget and spent time with a gadget in their daily life. The gadget can be a way to teach an English vocabulary to children because now many applications facilitate them to learn English. In the smartphone, there are many applications especially games which can be a platform for learning English. Nowadays, games are provided to help students in learning called educational games. There are many lessons which can be found in educational games such as Mathematic, science, medicine, language, etc. The purpose of it is to help students and can be a problem solving of their difficulties in learning (Sabirly & Coklar, 2020). The teaching and learning activity accompanied by play games will give motivation and interest to the students. In learning English, many educational games can be found at Play Store and App Store such as Duolingo, HelloTalk, Babbel, English for Kids, etc. The English for Kids application is educational games that provide a basis of vocabulary, quiz, audio, counting in English, pictures, and dictionary. This application can help children to improve their English vocabulary. The features in this application are ABC Course that learns letters from A to Z step by step and a vocabulary course to help children remember English words easily. The subject included colors, animal, alphabet, fruits and other. Thus, the research aims to know the result of improving children's vocabulary by using the English for Kids application.

METHOD

The researcher used a qualitative method to know the result of this research. In the qualitative method, the researcher should have to keep a record in collect the data to help them to get a clear description of the research (Nurlaily, 2020). The information in the data such as the subject of the research, data collection, and the result of the research. In the qualitative method to get the understanding and observation research, the data obtained should be interpreted and examined carefully (Mustika, Maryam, & Yugafiati, 2020). Because of the covid-19 pandemic, many students stay at home and online school in their house. Because of that, the researcher decided to do this research around the researcher's house. The sample of this research is the four grade students at SDN Banyuasih II in Karawang. The participant was active in expressing their opinion, feeling, understanding in the process of collecting data. Planning, implementing and data collection are the stages of the questioner. First, the researcher prepares the application, instrument, question, and finding the target of this research. The second, the student plays the English for Kids application on the smartphones and completes the stage in the games. After all, the researchers will interview and share a questioner to fill by the students. In the process

to fill the questioner, the students were helped by the researcher. After collecting the data from the interview and questioner that filled by the students, the researcher analyzes it. The researcher makes a summary from the questioner and interview with a qualitative method. After all, the researcher get concludes of the obtained data as the answer to the research's problem.

RESULTS AND DISCUSSION

Results

In result and discussion, the researcher analyzed the data from the questioner and the interview. In this part, the researcher explain about the result and discussion. The data of this research are the interview and questioner filled by the students. To collect the data, the students play the game to know the result and score. Before starting the games the students should feel profile with their name and pick the avatar. The avatar consists of the picture such as animal and people. They choose the stage of the vocab course. In the vocab course, the students will learn a new vocabulary such as colors, shapes, animals, body parts, months, days of the week, food, fruits, clothes, drinks, family, emotions, etc. The colors are the first stage at vocab course. The first step in colors is the students should remember colors with it pronounce, spell, and how to write it. The second step is to find the colors with their words. Third, the students should listen to audio and pick the colors. The next step is students should write the colors and arrange the letters to make a color's word. Then match the colors by listening to audio. The last is to match the halves of colors and the students will get a result score. The result as the score after play the games will always increase in every stage. Those steps will be challenging in every stage. The first activities in collected data is a questioner. The researcher make the questioner in the paper and share to it to the students. In the process of fill the questioner, the researcher guides the students to answer it. When the students confuse and do not understand about the question, they ask the researcher to help them. After collected the data of questioner, the researcher analyze it and make the data in the table bellow.

Table 1. The table show the students' answer the questionare

Students	The Answer														
	1			2			3			4			5		
	Y	NR	N	Y	NR	N	Y	NR	N	Y	NR	N	Y	NR	N
1	✓			✓			✓			✓			✓		
2	✓			✓			✓			✓			✓		
3	✓			✓				✓		✓			✓		
4	✓				✓			✓		✓			✓		
5		✓			✓			✓		✓			✓		
6	✓			✓			✓			✓			✓		

The explanation:

Y = Yes

NR = Not really

N = No

Based on the **Table 1**, there are five questions that students fill in the questionare. The first question is the understanding of students to the material in English for Kids Application, five students answer "Yes" and one student answers "Not Really". The second question is English for Kids Application can make the learning process easier, four students answer "Yes" and two

students answer “Not really”. The third is English for Kids Application can make the students more interest in learning English, half students answer “Yes” and the other answer “Not really”. The next question is English for Kids Application can make the students feel happy when learn English, all of the students answer “Yes”. And the last question is the students can remember some words after played English for Kids Application, the answer is “Not really”. In the second activities of collected data, the researcher ask the interview that have a relation with questioner to the students. Because they are the elementary school’s students, thus the researcher help them in answer the interview. The students enjoy and excited in the process of interview. They are active in give the opinion, feeling and understanding in English for Kids Application.

Table 2. The table show the students’ answer the interview

No.	Question	Std	Answer
1.	What is the advantages of English for Kids Application?	1.	There are a pictures and sound in the games
		2.	The games is easy and there a pictures
		3.	It is a fun games
		4.	There are a pictures and games
		5.	There are a lot of pictures
		6.	There are a pictures and sound
2.	What is the difficulties of English for Kids Application?	1.	The stage of connecting words and words’ order
		2.	In memorizing a words
		3.	Writing the words of colors
		4.	In connecting a words
		5.	In connecting a words and words’ order
		6.	Connecting words and words’ order
3.	Please mention the colors’ name that you already know before play English for Kids Application!	1.	Blue, yellow, red, pink and black
		2.	Blue, yellow, red, pink, and black
		3.	Blue, green, orange, red and black
		4.	Yellow, red, black and blue
		5.	Green, orange, pink and black
		6.	Orange, pink, red, and yellow
4.	Please mention the new vocabulary that you remember in English for Kids Application!	1.	Gold, silver, purple and violet
		2.	Silver, gold, purple and violet
		3.	Gold, indigo and silver
		4.	Indigo, silver and gold
		5.	Purple, violet, silver and gold
		6.	Silver, gold and indigo

Based on the **Table 2**, the researcher find the correlation between students’ answer in the questioner and the interview. The first is the pictures and sound in the English for Kids Application can help and give the motivation to the students in learning English. The other uses of pictures and sound in English for Kids application is it can make the students easier in learning process. The difficulties in English for Kids Application is there are the step of the stage that the students should write and connect the vocabulary. May the students can mention

the name of the vocabulary, but the students still have the difficulties in write it. Thus the researcher should guide and help the students in the stage, thus the students can finish it and get the score. The score in the last activities of the stage can make the students brave and motivation to continue to the next stage. During in the process of play English for Kids Application, the students feel excited and always ask the help of the researcher when they find the difficulties. The researcher should guide and help the students with answer the question. The researcher find that the students can enjoy the process of the research. The students does not give the negative behavior and pay the attention to the games. As the result, the students can finish all of the stage and find the new vocabulary in the English for Kids Application.

Discussion

The collecting data from the questioner and interview that fill by a students, could be said that English for Kids Applocation could improve students' vocabulary. In the process in collected data, the researcher use a questioner and interview as the qualitative method. The qualitative method help the researcher in collects many information about this research, it is similar with (Umanailo, et al., 2019). The result of the research show that the qualitative method help in the process of analyze, collect, and data processing. In this research, the qualitative methode use to analyze, manage, and get the reference of the data. After get all of the information according to the research, the researcher get the result and can make the conclusion. During the covid-19 pandemic, many students should do online school and the teacher should use a technology to teach. One of the research that explain about the impact of covid-19 in the learning process is (Mansyur, 2020). In the research, the result tells that covid-19 pandemic requires the the students to school from home and teacher use a learning media in the process of teaching. This result is similar with the situation of this research, the students do an online school and the teacher use a learning media in teaching. Because of that, the researcher want to help the teacher and do research with the English for Kids Application as the learning media in teaching vocabulary to the students. The learning media as a tools is needed to help students understanding the material. It is the needed because it is an effective tools and can be easily applied in the learning process, especially to give the motivation and help the students in understanding (Rahman, 2020). The media that can give the motivation and offers great excitement to the students can help the teacher to achive the goals of the learning. In this research, using an English for Kids Application as the media of learning can make the students enjoy and it is give them a motivation in learning English. The students help each other and share their opinion in process of stage. The researcher and the students work cooperate in finish the stage of the games. The English for Kids Application provides the games as the media to help students in learning English. The students in this research feel fun and motivate when they can finish the stage and get the score as a result. It is can increase the motivation of the students in learning English, it is similar with the research of (Sabirly & Coklar, 2020). This research found that the use of educational games in learning English has helped the students in increase learning achievement. However, in the English for Kids Application the students learn from the basic vocabulary with the pictures and sound of the words. It is use to make the learning process easy and can be enjoy by the students. In the use of English for Kids Application in learning English, the researcher found the similar research with (Deni & Fahriany, 2020). This research said that in teaching a vocabulary to the students, the teacher should have a teaching strategies. The strategies in teaching English is using an interesting media such as song, games, pictures, videos, etc. The English for Kids Application is one of the interesting media because it is provides the games with pictures, sound, cute lessons, dictionary as the features on it.

The one of the reasons why the students feel interest in English for Kids Application is there are a pictures on it. Many research found that pictures can help students in learning English. One of the research that have the correlation with this statement is (Octaberlina & Anggarini, 2020). The researcher's statement that learning English with the pictures can improve and increase the student's vocabulary, because it can give the motivation to the students in understanding the text. It supports this research because in the interview activity, the students said that pictures and sounds makes they fun and interest in learning English. Beside the advantages of the application, the researcher also find the difficulties aspect to the students. they find difficulties in memorizing and transer the spoken to the written language. They also said that the step of connecting words is the difficult step in the application. In the step of connection words, the first thing that students should do is memorizing a words of vocabulary. this find similar with the research of (Asyid, Nurdiansyah, & Parmawati, 2019). This research explains that students have problem in memorizing the vocabulary and because of that the teacher should be creative in make the media in learning process.

The other statement that support and similar with this research is (Cahyati, Parmawati, & Atmawidjaja, 2019). In the research, the researcher find that children difficult in transfer the spoken to the written words and they can interact with simple English. The teacher should make the effective and suitable teaching method to create a positive environment in teaching-learning process. The English for Kids Application incases the games with the simple and basic of vocabulary. Thus, the students can enjoy and finish the stage in the application with enjoy and interest feeling.

CONCLUSION

Based on the findings of the study and data interpretation, the researcher conclude that there are three main points of this research. The first is the application can makes students more interest in learning English. The pictures, sounds, profile and quiz in the games make students fun in learning process. The pronounce and write of the words help the students in read and write a vocabulary. This application will be more interesting when the students play in the group. The teacher can give a reward to the group that have the best score in the games. The second, there are the disadvantages and difficulties stages in this application. One of the disadvantages in the application is too much step in the stage. Because the students have the difficulties in pay attention, too much step will make them bored and not focus. The difficulties stage in this application is when the students should connect and write the words. The students difficult to transfer the spoken to the written words. It is because they still have difficulties in remember a words. The last, the researcher give the solution to help the teachers in decrease the difficulties in learning English with this application. In learning through English for Kids Application, the teacher should guide and help the students in every step. When the students feel difficulties in connecting and forget the words of the vocabulary, the teacher should give the clues that will help the students in remember the words. The other solution is give the motivation to the students, the teacher can make a small group and give the reward to the students that have a good score. It is will make the students more interest and pay attention in learning process. According all of the statement in this research, the researcher conclude the English for Kids Application can improve the children's vocabulary.

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