

# THE EFFECTIVENESS OF SPINNING WHEEL GAMES IN INTRODUCING ENGLISH VOCABULARY IN CHILDREN IN KINDERGARTEN

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**ABSTRACT:** This study aims to determine the effectiveness of the spinning wheel game in introducing English vocabulary to early childhood at Fadhillah Amal 3 Kindergarten, Padang City. In this study, 20 children were taken as research objects, where 10 children came from the control group and 10 children came from the experimental group. This study uses a quasi-experimental research method in which there is a pre-test and post-test control group. Data collection techniques used in this study were tests and observations. The sampling technique in this study is cluster sampling. Testing the research instrument used a validation test with professional judgment to find out the results with the help of SPSS 19.0 using the alpha Cronbach technique. Testing the hypothesis using statistical techniques T-test with the help of SPSS 19.0 for Windows which shows a significance level of  $0.002 < 0.05$ . Obtaining an effect size of 1.77 is concluded to be included in the high category, thus the spinning wheel game in the introduction of English vocabulary is significantly effective.

**Keywords:** Vocabulary, Games, Spinning Wheel, Early Childhood

**ABSTRAK:** Penelitian ini bertujuan untuk mengetahui keefektifan permainan *spinning wheel* dalam mengenalkan kosakata bahasa Inggris anak usia dini di Taman Kanak-kanak Fadhillah Amal 3 Kota Padang. Pada penelitian ini diambil 20 anak sebagai objek penelitian, dimana 10 anak berasal dari kelompok kontrol dan 10 anak berasal dari kelompok eksperimen. Penelitian ini menggunakan metode penelitian quasi eksperimen dimana terdapat *pre-test* dan *post-test group control*. Teknik pengumpulan data yang digunakan dalam penelitian ini berupa tes dan observasi dan teknik pengambilan sampel pada penelitian ini adalah *cluster sampling*. Pengujian instrumen penelitian menggunakan uji validasi dengan *profesional judgement* dan untuk mengetahui hasilnya dengan bantuan SPSS 19.0 menggunakan teknik *alpha cronbach*. Pengujian hipotesis menggunakan teknik *statistic T-test* dengan bantuan SPSS 19.0 for windows yang menunjukkan tingkat signifikansi  $0,002 < 0,05$ . Perolehan *effect size* sebesar 1,77 disimpulkan termasuk dalam kategori tinggi, dengan demikian permainan *spinning wheel* terhadap pengenalan kosakata bahasa Inggris efektif signifikan.

**Kata Kunci:** Kosakata, Permainan, Spinning Wheel, Anak Usia Dini

## INTRODUCTION

In the era of globalization, English needs to be introduced because English is an international language that has been recognized by the world for international communication. In Early Childhood Education English is introduced in several kindergartens in the context of a curriculum designed by each early childhood education (Muryanti, 2011).

Early childhood is a child who is in the early stages of the development process aged 0-8 years. Early childhood education is an institution aimed at children from birth to the age of six. Where Early Childhood Education provides

facilities in the form of facilities, infrastructure to educational game tools, and play areas.

According to (Putri, 2017), early age is a golden age, where children experience significant growth and development. At this age the sensitivity that children have is very high in learning something and the child's curiosity is very large. Early childhood is a golden age that will not be repeated twice, so teachers must design the best and right education for children to adulthood (Suyadi, 2020). During this golden age, children need to be properly stimulated to develop various aspects of child development, especially in developing aspects of language development in children.

Language is a communication tool used by one person to another to convey his thoughts and feelings (Dewi, 2017). Language is a tool or means to communicate with other people, in this case, language includes everything related to communication, in which thoughts and feelings are expressed verbally, in writing, gestures, or gestures using words, symbols, symbols, pictures, and painting. A language is also a communication tool that is used by someone to other people to express and convey thoughts and feelings.

From the results of research conducted by Suryana (2018), it is stated that aspects of language development in early childhood are divided into two stages, namely the pre-linguistic stage (feeling) and the linguistic stage. At this prelinguistic stage it is further divided into two stages, namely the first groping stage which occurs in children aged 0-5 months, at which stage the babies cry, coo, grunt, scream, and laugh and the second groping stage occurs in children aged 6 month-1 year at which stage the child is able to distinguish male and female voices, the child increasingly understands the meaning of several words, for example names, prohibitions, orders, and solicitations, and the child has started babbling and then making syllables for example bu-bu, ma-ma, pa-pa, and at this stage the child is also actively using sign language.

Stimulation of the development of foreign languages from an early age needs to be properly introduced so that children are ready to face the era of globalization. Children who master foreign languages have advantages in terms of intellectual, flexibility, academic skills, language skills, and social skills. The introduction of English to children can develop children's competencies so that they are useful in their future professional performance. Thus, the introduction of English from an early age is expected to help children face the era of globalization, children are not stiff or surprised when they enter the next level of education.

The position of English is very important because in other countries English is used as a second language. Meanwhile, in Indonesia, English is the first foreign language. In foreign language learning, the teacher must play an important role to create a pleasant atmosphere in accordance with the concept of learning for children, namely playing while learning. Therefore, the game method is a suitable method for introducing English vocabulary to children.

In introducing English to children, teachers need strategies and methods to be used. Teaching English to children from an early age will be different when teaching it at an advanced level of education. For this reason, early childhood needs to be given interesting and fun learning so that children will be interested in learning. In addition, the concentration of early childhood is only 5-10 minutes so it needs to be stimulated in an interesting and fun way so that children don't get bored quickly during the teaching and learning process (Na'imah, 2022).

In the learning process where the teacher must play an important role as a facilitator to improve learning achievement and encourage children's learning motivation. So, in this case the need for learning media that can attract children's attention in learning to convey the material. The role of learning media is as an intermediary to facilitate the teaching and learning process in order to achieve learning objectives effectively and efficiently. Learning media also forms active students in learning process activities, because students will play a role in learning so that teaching and learning activities do not seem monotonous and boring for students (Ulya, 2019).

The research conducted Asadi and Suryana (2020) it is explained that the media plays a role in introducing English vocabulary to children. Through media children will be interested in learning. Learning through games can give impressions to children which will be stored in the child's memory in the long term. To attract children's interest and motivate them to learn vocab, teacher must be skillful concepts that are simple and interesting and related to children's daily lives such as colors, numbers, singing songs, and even telling themselves (Annisa, 2022). This is also in line with the research conducted (Muryanti & Herman, 2019) To introduce English vocabulary to children, teachers are required to be creative in implementing methods and strategies to stimulate children's language skills.

So, the use of learning media is very important as a teaching infrastructure. In this case, the learning environment used is One of the games that can be used in the learning process is the spinning wheel game. *Spinning Wheel* is a tool that is round in shape that can move and rotate which consists of a directional needle and the contents of each part of this place are adjusted to the problem to be discussed. According to Ulya in (Subakti, 2020) Spinning wheel is a game in the

form of a rotating wheel which is designed to be able to help the learning process of children to make it fun. This is in accordance with the opinion expressed by Sutjipto in (Solichah et al., 2021) The rotary wheel media is designed based on the principle of interesting and fun learning media. Spinning Wheel media is very suitable to help stimulate English vocabulary in children, namely by modifying pictures and text according to the theme raised (Ulya, 2019).

Based on the observations of researchers at Fadhilah Amal 3 Kindergarten, researchers found problems regarding the introduction of English vocabulary to children, namely schools did not have sufficient media to introduce English vocabulary to children so that children were not interested and felt bored learning, children lacked enthusiasm in learning and the teacher only uses the singing method even though there are several methods including the playing method.

One of the games that can be used in the learning process is the spinning wheel game. The spinning wheel in this study can train children's memory and speed of thinking, because children play a direct role in the game so that children must know the vocabulary in the spinning wheel media game. Spinning wheels are also quite familiar in children's daily lives so children will have no difficulty participating in learning using spinning wheel media.

The purpose of introducing English vocabulary with the spinning wheel game media is modified for learning media so that learning becomes interesting and easy for children to understand by using the spinning wheel game media. The spinning wheel is usually filled with numbers but in this learning media it is filled with pictures that are in accordance with the learning material to be delivered.

The rotating wheel consists of a directional needle and various kinds of pictures that are placed on the wheel and used in the form of games that can attract children's interest in learning and make it easier for children to understand English vocabulary.

Based on the problems described above, the researcher is interested in researching the effectiveness of the Spinning Wheel Game in Introducing English Vocabulary to Children in Fadhilah Amal 3 Kindergarten.

## METHOD

This study uses an experimental method in a semi-empirical form. According to (Hermawan, 2019), quantitative research is a research approach which is methodically inductive, objective and scientific where the data obtained is in the form of numbers or statements which are assessed and analyzed by statistical analysis. The sampling technique in this study is cluster sampling.

The samples in this study were groups B1 and B2. Group B1 was used as a control class with 10 children and group B2 as an experimental class with 10 children, taking into account homogeneity, namely the children were the same age, the children's skills were the same, the children's background was the same, learning and methods were the same. Recommendations from the teachers of the two groups as well as the principal of the Fadhilah Amal 3 Kindergarten, Padang City.

On January 16-February 10 2023 research was carried out at the Fadhilah Amal 3 Kindergarten, Padang City. As the beginning of the research process, the researcher made observations by reviewing the research locations. Data collection was carried out to determine the effectiveness of the game *spinning wheels* in introducing English vocabulary to children by paying attention to the same things from the learning outcomes in both classes. Treatment (X) was given to the experimental class using a spinning wheel game and the control class used flashcard media with learning activities for children (RPPH). The method used is in the form of an oral test to see how much effectiveness the spinning wheel game has compared to flashcard media in introducing English vocabulary to children.

To measure children's English development, researchers use assessment tools that include indicators that children will achieve. Where the score of each indicator is determined by the development of the child's vocabulary, especially English.

Data analysis techniques were carried out with the help of SPSS 19.0, for normality tests, homogeneity tests, hypothesis tests, and *effect size*. The normality test has the objective

of seeing whether the data obtained from the research results are normally distributed or not.

The initial hypothesis in this study is:

H0 = Spinning Wheel Games Are Not Effective in Introducing English Vocabulary to Children in Fadhillah Amal 3 Kindergarten.

H1 = Spinning Wheel Games are Effective in Introducing English Vocabulary to Children in Fadhillah Amal 3 Kindergarten.

## RESULTS AND DISCUSSION

The use of Spinning Wheel media is very suitable to help stimulate English vocabulary in children, namely by modifying images and text according to the theme raised (Ulya, 2019). Learning activities with the Spinning Wheel game will make children more enthusiastic because it involves physical activity in children and children can play directly and play an active role in the learning process and are more interested because the game is made in such a way that has colorful partitions or parts while increasing interaction between teachers and students.

Aspects of child development include aspects of Religious and Moral Values (NAM), Language, Cognitive, Social Emotional, Art and Culture. One aspect that needs to be developed in early childhood is the aspect of language. Language is a communication tool used by one person to another to convey his thoughts and feelings. (Dewi, 2017) Language is a tool or means to communicate with other people, in this case language includes everything related to communication, in which thoughts and feelings are expressed orally, in writing, gestures, or gestures using words, symbols, coats of arms, drawings and paintings. Language is also a communication tool that is used by one person to another to convey his thoughts and feelings.

Stimulation of the development of foreign languages from an early age needs to be properly introduced so that children are ready to face the era of globalization. This is in accordance with the opinion put forward by Khairani and Ade (2012) that children who master foreign languages have advantages in terms of intellectuality, flexibility, academic skills, language skills and social skills. The introduction of English can develop children's

competencies to be useful in their future professional performance. Thus, the introduction of English from an early age is expected to help children face the era of globalization, children are not stiff or surprised when they enter the next level of education.

According to Brewster (2003) the right age to teach vocabulary is at the age of children. We can teach vocabulary appropriate to their developmental age. They will always remember what was introduced to them. In the introduction of English vocabulary can be done through something fun like a game. This is in accordance with the opinion of Millington (2011) that games can provide a happy atmosphere (enjoyment) when used in the process of introducing English to children. With learning media that can attract children's interest in learning English, it will make it easier for children to understand English vocabulary, one of which is by using the spinning wheel game media.

Based on the results of research conducted at the Fadhillah Amal 3 Kindergarten in Padang City regarding the introduction of English vocabulary using the spinning wheel game, there was an increase in the ability of children in the experimental group.

The introduction of English vocabulary to children using a spinning wheel game is done in the following ways: First, the teacher checks the child's English vocabulary. Second, the teacher asks the children to come forward to play the spinning wheel game. Third, after stopping, the child mentions the vocabulary indicated by the arrow followed by all participants. Fourth, after all the children can play the game, the teacher repeats the existing vocabulary.

Steps for making a spin wheel game game:

1. Cut the board for the base with a width of 10-15 cm, and a length of 50-70 cm.
2. Cut the board for the swivel wheel post with a width of 10-15 cm and a length of 50-60 cm.
3. Cut the boards into circular shapes with a diameter of 40-50 cm
4. Cut the board into a triangular shape with a size of 10-15 cm as a support for the pillars and the base
5. Hole in the middle of the circle board according to the size you want
6. Make a hole in the center of the support pole according to size to connect the pole

- to the circle board
7. Install the bolts in the holes of the support board and the circle board
  8. Hole the end of the support pole as a place for the rotating wheel object arrows
  9. Give the color of the game media as you wish



Figure 1. Spinning Wheel Game Design

The results of the development of children's English vocabulary in the control class pre-test score of 127 children and 159 post-test with an average pre-test of 12.7 and post-test of 15.9. Meanwhile, in the experimental class, the pre-test score was 119 and the post-test was 177 with an average pre-test of 11.9 and an average of 17.7 in the post-test. In both classes the results of the research both increased but the experimental class had a higher score than the control class.

To determine whether the data is normally distributed, a normality test is carried out through comparative analysis, where the efforts made are data processing, testing using the Liliefors test to obtain information whether the data is normally distributed.

Table 1. Liliefors Normality Test

	Tests of Normality					
	Kolmogorov-Smirnov			Shapiro-Wilk		
	Statistics	Df	Sig.	Statistics	Df	Sig.
Experimental post-test	.224	10	.168	.911	10	.28
control post-test	.231	10	.139	.924	10	.39

a. Lilliefors Significance Correction

Based on the table above, the Kolmogorov-Smirnov sig value for the experimental class was 0.168 and for the control class was 0.139. It can be concluded that the average data is normally distributed because it has a sig > 0.05. So that the data is normally distributed.

Table 2. Homogeneity Test

Test of Homogeneity of Variances			
Pos-test			
Levene Statistics	df1	df2	Sig.
.348	1	18	.563

Based on the table above, it can be seen that the significance value is 0.563, because the significance value is greater than 0.05, namely  $0.563 > 0.05$ , the data is declared homogeneous. Because the data is homogeneous, research can be done.

In addition, an analysis of experimental and control data was carried out using the t-test with an independent sample test. Previously, a hypothesis test was carried out to find the N score for each class sample. SPSS results obtained at sig-2 (tailed) are used to see whether there is a significant difference.

Table 3. Independent Sample Test

Independent Samples Test								
Levene's Test for Equality of Variances		t-test for Equality of Means						
F	Sig.	Q	df	Sig. (2-tailed)	Mean Difference	std. Error Difference	95% Confidence Interval of the Difference	
							Lower	Upper
.348	.563	3,561	18	.002	1,800	.506	.738	2,862
		3,561	16,553	.002	1,800	.506	.731	2,869

Based on the t test above, a significance value of  $0.563 > 0.05$  is obtained. Then it is known that the value of sig-2 (tailed) is 0.002 < 0.05 and it is found that the value of  $t = 3.561$ . This shows that there are differences in the English ability of children in the control class and the experimental class. In addition, to measure the effectiveness of playing the spinning wheel, the Cohen technique is used. According to Cohen's formula, the effect size value is 1.77, so that the spinning wheel game

is effective in introducing English vocabulary at Fadhilah Amal 3 Kindergarten, Padang City.

## CONCLUSION

The results of the research data analysis concluded that the spinning wheel game was effective in introducing English vocabulary to children in the experimental class, compared to the control class which used flashcard media. In both classes, the average in the experimental class was 17.7 and the average in the control class was 15.9.

Based on a significance value of  $0.563 > 0.05$ . Then it is known that the sig-2 (tailed) value is  $0.002 < 0.05$  and it is found that the effect size value is 1.77 and it is concluded that it is included in the strong category, so that the spinning wheel game in introducing English vocabulary at Fadhilah Amal 3 Kindergarten, Padang City effectively used.

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