

## **Literature Study on the use of Danny Brassel's Riddle Game for Students English Vocabulary Mastery**

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### **Abstract**

Learning method innovation will influence learning media used and it is hoped to enhance learning qualities. There is a weakness in learning method that used as learning media. This thesis is the result of literature review, entitled "Literature Review on the Use of Danny Bressell's Riddle Game for Students' English Vocabulary Mastery". The purpose of this thesis is to answer the question of the research : what is the weakness of riddle game for students' English vocabulary mastery. This research method is library reasearch, and for the data collection through literature review from journals and article. After datas collected, then the datas analyzed through qualitative data analysis, which is the researcher uses some steps to analyze such as involving collecting the data, reducing data, presenting the data and drawing conclusion. The result is riddle game has an strongly effects for students' english vocabulary mastery. From the data that have been analyzed, the reseacher found out a weakness from the journals and article about riddle game for students' english vocabulary mastery, that is the researchers did not use the vocabulary test based on the curriculum at the school that they have been researched. So, to reform that weakness, there was a researcher that has a good method on the vocabulary test. She used vocabulary tests based on the curriculum where the research conducted. Based on the reasearch findings, the researcher would like to purpose some suggestions to improve teaching learning process especially teaching students' English vocabulary by using riddle game.

Keywords: Vocabulary, Riddle Games

### **A. Introduction**

English is important for everyone since English is often used as a means of an international communication. It is widely used in many activities all over the world. In Indonesia, it is one of the foreign languages that taught at school as a compulsory subject at junior high schools, senior high schools, and university. There are four skills in English that should be mastered. They are listening, speaking, reading and writing.

Vocabulary is the important base of languages. To develop the skill of listening, speaking, reading and writing, the learners must be master in vocabulary, because vocabulary is skill that improves the other skills. Vocabulary is not an easy skill to learn for the students, they difficult to memorize.

Based on some journals of riddle game which is for students' english vocabulary mastery, there was still a weakness on the journals and an article. Eventhough it has the same result as successful method in learning, but still it has a weakness. From the journals, they did not have had a vocabulary test based on the curriculum that the research was conducted. That is why, it should have a perfect method on the research of riddle game to have a good quality for the students. Danny Bressell said that a vocabulary test on riddle game should be as suitable as curriculum that the research was conducted. Beside it helps the students to increase their vocabulary, it would be an appropriate technique to make the students more understand about the material.

Considering the problems above, the researcher was interested in what should the teacher using for an enjoyable media and technique that can be used for teaching English vocabulary. Riddle is chosen to be used as a media and also technique in this research. Riddle is excellent tools because it requires students to practice variety of language skills in order to find a solution. And also, it requires higher level of critical thinking which often needed in language learning. One interesting feature of riddle is that they appeal to all age groups, from the wise and experienced to the young.

Wright said that riddle game provides an entertaining way for students to learning English, use the definition of a vocabulary word to create a riddle, for example, a riddle for the word "umbrella" might go, *"When the drops start to fall, you protect me to keep dry"*. Vocabulary riddle work as an oral activity for the class or as a written assignment in the form of a worksheet. Based on that statement, riddle can be use as an oral activity or as written assignment for the students.

That's why the researcher conducts a research which aims what is the weakness of Riddle Game on Student's English Vocabulary. This research is conducted under the title: LITERATURE REVIEW ON THE USE OF DANNY BRESSELL RIDDLE GAME FOR STUDENTS' ENGLISH VOCABULARY MASTERY

## **B. Research Methodology**

This study uses the literature study. Library research is a qualitative descriptive method of research that is a type of research that findings are not obtained through statistical procedures or numerical calculations. Qualitative methods can be used to uncover and understand something behind an unknown phenomenon and be used to gain insight.

This research uses descriptive qualitative design. Creswell stated that qualitative research is an inquiry process of understanding based on distinct methodological traditions of inquiry that explore a social or human problem. The researcher builds a complex, holistic picture, analyzes words, reports detailed views of informants and conducts the study in a natural setting. Qualitative research is called as new method because the popularity is not old yet. Qualitative research displays the data descriptively.

Arikunto (2006: 222) defines that the collecting data is the conscious to get data by sistematic method, based on the standar procedure. Data are important point in a research. In collecting the data for this research, the researcher uses a method of documentation. The document is a record of past events. Documents can be writings, drawings, or monumental works of a person. Documents in the form of writings such as diary, History of Life, stories, biography, rules and policies. Image-shaped documents, such as photos, live images and sketches.

In this research method of documentation by searching for data on matters or variables of various documents In the form of writings, books, journals and so on related to Riddle Game and other documents relevant to the theme of this research.

Qualitative data analysis is an effort made by way of working with data, organizing data, sorting data into manageable units, synthesize it, search and find patterns, find what is important and what to learn, and decide what can be told to others. The methods uses in analyzing the data in this study are content analysis or document analysis, i.e. research conducts on the information documented in the recording, whether images, sounds, writings, or others. The meaning here is the technique used to draw conclusions through the efforts to find the characteristics of the message, which the application is done objectively and systematically.

In this study the data analysis method that the researcher uses is a method of description. Data that has been collected is then will be analyzed non-statistic, as for data collected in the form of descriptive data. Then from the collected data, whether will be taken from the books, journals, thesis and so on are analyzed using content analysis or content analysis methods.

The researcher uses some steps to analyze such as involving collecting the data, reducing data, presenting the data and drawing conclusion. When the researcher collected the data, the researcher reduced and presented the data. In reducing the data, the writer rejected meaningless data, so the writer will get the important points of finding. It is followed by presenting the data. It means that the researcher presents it logically, so the meaning of every event is clear. In the end of collecting data, the researcher tries to verify the data based on reduction and data presentation.

## **C. Results and Discussion**

### **1. Results**

#### **Literature Study on the use of Danny Brassel's Riddle Game for Students English Vocabulary Mastery**

The next step of this research process is presenting the finding based on the formulation of research questions is it was stated in the previous past, to collected data the researcher read the journals and article frequently to get valid data. They are presented the findings of the study.

Finding the weakness on the journals and article of Riddle Game for students' English vocabulary mastery

#### **a. The Journal by Lusiana**

The technique of using riddle to improve vocabulary skill is divide the students into some groups. This study was a quasy experimental class, the reseacher uses two classes. In this research, the experimental class received the treatment that it was taught vocabulary by using riddles. While the control didn't receive any treatment which means the teacher in this class though vocabulary by using common techniques used by the English teacher in that school. There were 28 students as experimental class by applying riddle technique. And 28 students as control class by applying traditional technique. The effect of riddle was measured by comparing pre-test and post-test. In experimental class, if post-test was higher than pre-test, riddle technique was called success and effective to improve students' vocabulary. To know the result the writer use formula  $t_{table}$ . Based on the data analysis, it is concluded that the students' achievement of vocabulary by taught riddle technique is different than the student's achievement of vocabulary by taught conventional technique. By using riddle, the students can learn and retain

words more easily. In other word, it can help the students to improve their interesting and challenging. It encourages them to cooperate well.

b. The Article by Ria Sabriana

As a kind of game, the advantages of using riddle in teaching vocabulary are: first, Students are more interested in learning the material. When they are interested with the material, they will pay more attention to the lesson. Second, Students also feel more challenged, because to solve the riddle need a critical thinking. Third, Students get many vocabularies and also the meaning of the vocabulary itself, because the teacher provide vocabularies in the riddle and the students have to know the meaning first to answer the questions. In short, using Riddle game could make students interested and easy to remember vocabulary based on the material given. Therefore, the researcher has concluded the action hypothesis which states “Riddle game can improve the students’ vocabulary in writing spelling of word and recognizing the meaning of word of seventh grade students of SMP Negeri 8 Pontianak in academic year 2014/2015” is proven.

c. The Journal by Evita Yuliantina Yaspi

The result of the research showed that the students’ score had improved in each cycle. The result of vocabulary score in cycle 1 showed that the lowest score was the questions about use and the focused point is about grammar. So the researcher decided to add one more step that was practicing. By practicing making their own riddle, undirectly also let the students to practice their knowledge about grammar. The more the students practiced their grammar, the better their knowledge about grammar. In the cycle 2, some of the students score decreased, although the average score improved. From the observation, it was found that this was because the students could not do the group discussion well. The students showed a good improvement in their activity in the classroom. From pre observation till cycle 3, the students were always active in following teachers’ instruction. Only some of them who did not active because still shy. This statement was supported by the result of questionnaire which had been given to the students. There were 10 open questions in the questionnaire. The questionnaire was given to

know students impression about using riddle in teaching learning process. And the result was the all of the students enjoy their learning by using riddle as the media. They felt fun in learning English vocabulary. And this could motivate students to learn.

d. The Journal by Ayu Ashari

By looking the related finding which have been discussed about “The Using of Riddles Technique to Increase Students’ Vocabulary Mastery for the First Grade at MTS PAB 1 Helvetia Academic Year 2017-2018” by Purba (2017), to measured the increasing students’ vocabulary mastery the researcher made 2 cycle. In the cycle I, the researcher found the mean of pre-test was 46.32, there was 8.16% (4 students) who got points up 75. In the post- test cycle I, the mean was 68.67, it was higher than pre-test. There was 46.93% (23 students) who got points up 75 in post test I of cycle I. In the post test cycle II, the mean was 78.87, it was higher than post-test I. There was 85.71% (42 students) who got points up 75 in pos test I of cycle I. In other words, the students’ vocabulary mastery was increased. Based on the explanation above, in this research the writer can concluded that the riddles games was very important and suitable to increase the students’ vocabulary mastery.

## **2. Discussion**

After the explanation about using riddle game for students’ english vocabulary mastery among some journals and article above. For the first aspect, all of them have been agreed that game, especially riddle game can be usefull for students’ english vocabulary mastery and being a successfull method as learning media. Eventhough they did a reasearch with their method style with different way each journals. But, in the end the result says same thing, same goal, that there is an effect of using a riddle game method for mastering students’ english vocabulary. But, after all the journals and article analyzed by the researcher, there was a weakness between them. That was on the vocabulary test, they did not use the test based on the curriculum from the school that research conducted. This become a problem, because students’ will only focus and interesting just on the game. So this method or technique learning should be able to applied on the test based on the curriculum the school that a research conducted, in order to make the riddle game become a perfect technique learning method for the students’ english vocabulary mastery. There is an

expert that would be inform the weakness all the journals and article about riddle game above, that is :

- a. Danny Bressell in “Enhancing English as A Second Language Students’ Vocabulary Knowledge”

In Bressell’s thought, Although research has shown that vocabulary knowledge plays a critical role in students’ literacy development, many teachers devote little class time to vocabulary instruction. Teachers who do devote time to vocabulary instruction often use strategies that fail to increase students’ vocabulary and comprehension abilities. Essentially, many ESL teachers use inefficient strategies. The goal is to expand the scope of vocabulary instructional strategies to include some classroom-proven, time-efficient methods for teachers to use to enhance their ESL students’ vocabulary knowledge. The Researcher ought to facilitate a variety of vocabulary instructional strategies throughout their curricula at the research conducted.

The researchers organized their vocabulary activities to teach individual words and provide word-learning strategies. As teachers discovered that their ESL students preferred learning vocabulary through games, there is Riddle Game as a specific vocabulary activity that were the most popular among ESL students.

Riddle games are a lot of fun. They're an amusing game for children and adults, a connection to history, and a way to approach poetry that avoids the conceit and self-indulgence that lays waste to so much of it. To play the riddle game, two or more people take turns making up riddles on the spot. You win points, or jellybeans, or whatever, by answering riddles correctly.

Therefore, after the researcher got the point from data alaysis on the use of using riddle game for students’ english vacabulary. That is :

#### 1. The Vocabulary Test

In the some journals and article, they all agreed that riddle game is the best technique method for students’ english vocabulary mastery. Beside game is a fun way for learning, riddle game has some advantages, they are interesting, challenging, stimulative, and imaginative. But, there was still a weakness on these journals and article. The researcher found out about the test that they used did not based on the curriculum in the school that they ware conducted. Then, there was an expert that has the best method for

riddle game, Bressell uses a vocabulary test based on the curriculum in the research located. So, riddle game would be a perfect technique as learning media if the test was applied on the curriculum in the school.

To sum up, the use of riddle game makes the vocabulary teaching more concrete in achieving the major objective, and tends to arouse the students' interest in learning vocabulary. Those advantages could be gained if the teacher could be creative in using riddles in the teaching and learning of vocabulary.

## **D. Conclusion and Suggestion**

### **1. Conclusion**

Based on data analysis, finally the researcher comes to some conclusions. First, eventhough it has different method way in research about riddle game for students' english vocabulary mastery, it has the same goal and the result is riddle game has an effect for students' english vocabulary mastery, which is the riddle game can improve students' english vocabulary. Secondly, after all the journals have finished their research about riddle game for students' english vocabulary, the researcher found the weakness in the journals and article of riddle game, the vocabulary test did not based on the curriculum. To inform this weakness the researcher should use a test based on the curriculum from the school that reasearch was conducted.

Thus, the use vocabulary test of riddle game based on the curriculum makes the vocabulary teaching more concrete in achieving the major objective, and tends to arouse the students' interest in learning vocabulary. Those advantages could be gained if the teacher could be creative in using riddles in the teaching and learning of vocabulary.

### **2. Suggestion**

Based on the research findings, the writer would like to propose some suggestions to improve teaching learning process especially teaching vocabulary by using riddle game. The suggestions are defined as follows: first, It is suggested to English teacher to apply riddle game in the classroom, because it was proved that applying Riddle Game could increase students' vocabulary in term of meaning and spelling. Second, The use of riddle game in teaching learning activities should be related to the topic. Third, in improving students' recognizing the meaning of words through riddle game, the teacher should consider the appropriateness

pictures. The appropriateness pictures is needed. The teacher should be careful in giving the pictures as a clue to guess the meaning to avoid the misunderstanding.

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