

**IMPROVING YOUNG LEARNERS' VOCABULARY BY USING
QUIZZ GAMES**

THESIS

By:

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**NAHDLATUL ULAMA UNIVERSITY OF SOUTH KALIMANTAN
FACULTY OF TEACHER TRAINING AND EDUCATION
ENGLISH EDUCATION DEPARTMENT
JULY 2024**



**IMPROVING YOUNG LEARNERS' VOCABULARY BY USING
QUIZIZZ GAMES**

AN UNDERGRADUATE THESIS

Presented to
Nahdatul Ulama University of South Kalimantan
In partial fulfilment of the requirements for the degree program

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JULY 2024

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Declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

Banjar, 30 July 2024

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ABSTRACT

Apriliani, Halimah, 2024. Improving Young Learners Vocabulary By Using Quizizz Games. A Thesis, English Education Department Program, Faculty of Teacher Training and Education of Nahdlatul Ulama University of South Kalimantan. in Academic Year 2023/2024. The supervisor is Pajrian Noor, M.Pd. The second supervisor is Fikri Fuadi Azmy, M. Pd.

Keyword : *Young learners, Quizizz, improving vocabulary*

This research highlights the importance of learning English from an early age as a response to the challenges of globalization. English is key to accessing technology and global knowledge, emphasizing the need for students to master it from an early age. Vocabulary plays a crucial role in speaking, reading, writing and listening skills in English. Limited vocabulary can hinder comprehensive abilities in the language.

This research uses the Classroom Action Research (CAR) classroom action method to investigate the effects of the *Quizizz* game in increasing English vocabulary in elementary schools. In two cycles, there was a significant increase from pre-test 60% to 94% after the first cycle, with the majority of students reaching or exceeding the school's KKM (70%). *Quizizz* is proven to be effective in increasing student interest and engagement with its competitive features and attractive design. This tool creates a fun learning environment and reduces boredom in learning. Students get immediate feedback and can track their progress, while teachers can monitor learning progress efficiently.

The implications of this research suggest the use of game-based learning tools such as *Quizizz* in teaching English vocabulary in elementary schools. This can increase learning effectiveness and strengthen student motivation. This research also contributes to the understanding of game-based learning methods in the context of language education. Overall, this research provides practical guidance for teachers to integrate technology in English vocabulary learning in elementary schools, as well as providing a basis for further research in the development of game-based learning.

ABSTRAK

Apriliani, Halimah, 2024, Meningkatkan Kosakata Belajar di usia dini Menggunakan Game Quizizz. Tesis, Program Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan Universitas Nahdlatul Ulama Kalimantan Selatan. Tahun Pelajaran 2023/2024. Pembimbingnya adalah Pajrian Noor, M.Pd. Pembimbing kedua adalah Fikri Fuadi Azmy, M.Pd

Keywords: Anak usia dini , Quizizz , meningkatkan kosakata

Penelitian ini menyoroti pentingnya pembelajaran bahasa Inggris sejak usia dini sebagai respons terhadap tantangan globalisasi. Bahasa Inggris menjadi kunci akses teknologi dan pengetahuan global, menekankan kebutuhan siswa untuk menguasainya sejak dini. Kosakata memainkan peran krusial dalam kemampuan berbicara, membaca, menulis, dan mendengar dalam bahasa Inggris. Keterbatasan kosakata dapat menghambat kemampuan komprehensif dalam bahasa tersebut.

Penelitian ini menggunakan metode tindakan kelas Classroom Action Research (CAR) untuk menginvestigasi efek permainan Quizizz dalam meningkatkan kosakata bahasa Inggris di sekolah dasar. Dalam dua siklus, terjadi peningkatan signifikan dari pre-test 60% menjadi 94% setelah siklus pertama, dengan sebagian besar siswa mencapai atau melampaui KKM sekolah (70%). Quizizz terbukti efektif dalam meningkatkan minat dan keterlibatan siswa dengan fitur kompetitif dan desain menarik. Alat ini menciptakan lingkungan pembelajaran yang menyenangkan dan mengurangi kebosanan dalam belajar. Siswa mendapatkan umpan balik langsung dan dapat melacak kemajuan mereka, sementara guru dapat memantau perkembangan belajar dengan efisien.

Implikasi dari penelitian ini menyarankan penggunaan alat-alat pembelajaran berbasis game seperti Quizizz dalam pengajaran kosakata bahasa Inggris di sekolah dasar. Hal ini dapat meningkatkan efektivitas pembelajaran dan memperkuat motivasi siswa. Penelitian ini juga memberikan kontribusi pada pemahaman tentang metode pembelajaran berbasis game dalam konteks pendidikan bahasa. Secara keseluruhan, penelitian ini memberikan panduan praktis bagi guru untuk mengintegrasikan teknologi dalam pembelajaran kosakata bahasa Inggris di sekolah dasar, serta menjadi dasar untuk penelitian lebih lanjut dalam pengembangan pembelajaran berbasis game.

MOTO

“Hatiku tentang karena menegetahui bahwa apa yang melewatakanku tidak akan pernah menjadi takdirku dan apa yang di takdirkan untukku tidak akan pernah melewatkanku”

(Umar bin khattab)

“ Jadikanlah sabar dan sholat sebagai penolongmu dan sesungguhnya yang demikian itu sungguh merata,kecuali bagi orang-orang yang khusyu “

(QS.Al-Baqarah 45)

“ sesungguhnya sesudah kesulitan itu ada kemudahan, maka apabila kamu telah selesai (dari suatu urusan) kerjakanlah dengan sungguh sungguh

(urusan yang lain) “

(QS.Al-Insyirah:6-7)

“ 90% of your worries are just an imaginary swamp that you created “

(BTS-Song So What)

PERSEMBAHAN :

- ❖ Kedua orang tua saya
- ❖ keluarga yang selalu support penuh
- ❖ Teman teman seperjuangan
- ❖ Alamaterku
- ❖ Dosen jurusan PBI
- ❖ Someone Special

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