

CHAPTER I

INTRODUCTION

A. The Background of Problem

Education plays an important role in developing students knowledge and skills. Islam also emphasize the importance of seeking knowledge. Allah SWT says :

وَقُلْ رَبِّ زِدْنِي عِلْمًا

“And say ‘My Lord increase me in knowledge’” (Q.S Taha : 114)

This verse indicates that every Muslim is encouraged to continuously seek and improve knowledge. In the context of English learning, vocabulary mastery is an essential aspect that students need to develop because it supports their ability to understand and use the language effectively. Therefore, teachers need to employ effective and engaging learning media, such as the Wordwall Application, to facilitate students' vocabulary learning.

English is an international language, and mastery of it is essential in today's globalized world. Early English language learning, especially at the elementary school level is very important to equip students with the right language skills. Students learning English should master four skills : speaking, listening, reading and writing¹. In addition to the four English skills, students

¹ Putu Cening Pradini dan Ni Luh Putu Era Adnyayanti, “Teaching English Vocabulary to Young Learners with Wordwall Application: An Experimental Study,” *Journal of Educational Study*, no. 2 (2022): 187–96, <https://doi.org/10.36663/joes.v2i2.351>.

need a solid understanding of language components such as vocabulary, pronunciation, and grammar in order to develop those skills effectively. Among these components, vocabulary plays a central role because it supports students' ability to listen, read, and write. Without sufficient vocabulary knowledge, learners will find it difficult to understand messages or express their ideas clearly. Therefore, vocabulary is an essential element for students who aim to achieve mastery of the English language².

Vocabulary learning is one of the most fundamental aspects of language acquisition, especially at the elementary school level, which is the initial phase of developing students' literacy skills³. Globally, vocabulary skills are directly correlated with the ability to read, understand texts, and express ideas orally and in writing. UNESCO reports that millions of school-age children around the world still experience learning poverty, a condition in which children are unable to understand simple texts appropriate for their age. This phenomenon shows that vocabulary mastery remains a major challenge in primary education in various countries, especially in the context of foreign language learning, which requires a pedagogical approach that is appropriate for the characteristics of early age learners⁴. In vocabulary instruction, the

² Syafrizal Syafrizal dan Haerudin Haerudin, "The Implementation of Vocabulary Building Strategy in Teaching English Vocabulary to Young Learners," *Jo-ELT (Journal of English Language Teaching) Fakultas Pendidikan Bahasa & Seni Prodi Pendidikan Bahasa Inggris IKIP* 5, no. 1 (2018): 40, <https://doi.org/10.33394/jo-elt.v5i1.2296>.

³ Nisrina Lutfiyah, et al. "The Obstacles in Learning Vocabulary of EFL Students," *Journal of English Studies*, Vol 5, No 2 (2022), hal 115

⁴ Phyll Jhann E. Gildore, et al. "Effective Reading Intervention Strategies for Primary Grade Students in Indonesia: A Systematic Review," *Cogent Education* 12, no. 1 (2025): 2482470, <https://doi.org/10.1080/2331186X.2025.2482470>.

language classroom requires appropriate learning materials that can effectively support the teaching and learning of English.

The low level of vocabulary mastery among elementary school students is inseparable from teaching methods that lack variety and are still oriented towards conventional approaches. Teaching that emphasizes memorization without actively involving students tends to reduce learning motivation and long-term memory. Advances in educational technology have opened up tremendous opportunities to deliver more interactive and enjoyable learning experiences⁵. One rapidly growing approach is the use of game-based learning through digital applications.

One method that can be used is interactive media such as the Wordwall application. Wordwall is a web-based learning medium that provides a variety of game activities which can be adjusted to the learning objectives and the material being taught⁶. In addition to supporting instruction, this medium can also be used as a tool to evaluate students' learning outcomes⁷. Wordwall application is a game-based learning application that enables teachers to design interactive activities, including matching exercises, quizzes, word

⁵ Al-Ikhsan, "Teaching Vocabulary in Indonesian EFL Classrooms : A Comparative Case Study of Junior High School Strategies, Challenges, and Student Responses," *Journal of Global : Education Language and Humanity Journal*, Vol 3, No 1 (2025). Hal 69-70

⁶ Gulo, P. B., Harefa, A. T., Telaumbanua, Y. A., & Zebua, E. (2024). The effect of interactive multimedia Wordwall on students' vocabulary learning outcomes at SMA Negeri 1 Huruna. *Jurnal Seltics*, 7(2), hal 204

⁷ Yennie Widyaningsih, et al. "WordWall Application as an Interactive Learning Media in Mastering English Vocabulary at Elementary School," dalam *Proceedings of the 3rd International Conference on Education and Technology (ICETECH 2022)*, vol. 745, ed. oleh Jeffry Handhika dkk., Advances in Social Science, Education and Humanities Research (Atlantis Press SARL, 2023), https://doi.org/10.2991/978-2-38476-056-5_46. Hal 447

searches, and anagrams, which can be customized according to the learning materials⁸. This application is designed to increase student engagement through visuals, light competition, and direct feedback, which in theory is very suitable for elementary school students.

Teaching English language at SDN 50 Bengkalis still faces several difficulties, especially in terms of vocabulary mastery. Although several efforts have been made to improve teaching standards, the result are still unsatisfactory. This study aims to investigate how to use of the wordwall application can help students at this school acquire more vocabulary. The purpose of this study is to better understand how usefull the wordwall application is for student-centered learning.

Based on the result of the researcher's observations at SDN 50 Bengkalis, students at this school especially those in second grade, still face several difficulties in learning English. There are various factors that make it difficult for students to master English vocaulary, such as their lack of understanding of the English vocabulary taught in class, making it difficult for students to master these words. They still lack confidence in speaking English, which limits their active participation in classroom learning activities. In addition, teachers at these school still use coventional methods with limited media such as textbooks and blackboards, making the learning process less

⁸ Rizka Amalia Zahra, Khoirul Anwar, "The Effect Using Wordwall Game Applications To Improve Student's Vocabulary In Chumchon Ban Phanokkhao School", Journal of Jurnal Pemikiran Pendidikan, Vol 29, No 1 (2023). Hal 20

varied and less interesting for students, so that students easily become bored, unmotivated, and have difficulty understanding the material. Students are less active in participating during vocabulary learning activities and tend to be passive in responding to teachers' questions. Curriculum changes that have eliminated English as a required subject in elementary school exacerbate this situation. Finally, students' fear of making mistakes in speaking or writing makes them reluctant to practice and use their English skills. Curriculum changes that have eliminated English as a required subject in elementary school exacerbate this situation

To overcome these problems, alternative learning strategies that are more interactive and engaging are needed. One approach that can be used is the use of engaging learning media such as the Wordwall application. The Wordwall application can make the learning process more interesting and enjoyable, which can make students more interested in learning. This application allows educators to compile various types of exercises, such as multiple-choice quizzes, word matching, spinners, card games, and puzzles, which can be tailored to the subject matter being taught. With its simple and easy-to-use interface, Wordwall application can be utilized by teachers without requiring complex technological skills.

This study aims to examine the effectiveness of using the Wordwall application as a learning medium in supporting vocabulary acquisition and

enhancing the English learning experience of second grade students at SDN 50 Bengkalis.

B. The Identification of Problem

1. Lack of Vocabulary : Students have limited English vocabulary, which makes it difficult for them to understand simple English instructions and learning materials.
2. Lack of Confidence : Students often feel insecure when communicating in English, which prevents them from actively participating in learning activities.
3. Lack of Learning Media : Teachers still use conventional methods with limited media such as textbooks and blackboards, making the learning process less varied and less interesting for students.
4. Less Active : Students are less active in participating during vocabulary learning activities and tend to be passive in responding to teachers' questions.
5. Fear of Making Mistakes : Students feel afraid of making mistakes when speaking and writing in English, which hinders them in practicing and learning English.

C. The Limitation of Problem

This researcher limited the problem to students' lack of vocabulary. This study focuses on the use of wordwall application as a learning media toward vocabulary mastery, including the introduction of new words.

Therefore, this study title “The effectiveness of Wordwall Application On Students’ Vocabulary Mastery at SDN 50 Bengkalis”.

D. The Formulation of Problem

Based on the background above , the problem formulation of this study are:

1. How is the students’ vocabulary mastery at SDN 50 Bengkalis before using the wordwall application?
2. How is the students’ vocabulary mastery at SDN 50 Bengkalis after using the wordwall application?
3. Is wordwall application effective on students’ vocabulary mastery at SDN 50 Bengkalis?

E. The Objective of Research

1. To find out the students’ vocabulary mastery at SDN 50 Bengkalis before using the Wordwall application
2. To find out the students’ vocabulary mastery at SDN 50 Bengkalis after using the Wordwall application
3. To examine the effective of wordwall application on students’ vocabulary mastery at SDN 50 Bengkalis

F. The Significance of Research

The significance of this research are as follows :

1. For teachers

The findings of this study provide valuable insights for teachers at SDN 50 Bengkalis School, clarifying the application of the Wordwall app as an effective teaching tool in enhancing student vocabulary acquisition. Integrating Wordwall into classroom teaching helps teachers create structured, more interactive, and engaging learning environments, thereby encouraging active student participation and promoting vocabulary acquisition. Furthermore, this study can provide teachers with a reference for developing curriculum plans that incorporate digital learning resources especially Wordwall to improve the effectiveness of vocabulary instruction.

2. For Students

This research is expected to have a positive impact on students' vocabulary acquisition and learning motivation. Through the Wordwall application, students are exposed to a variety of interactive and game-based learning activities that make the learning process more enjoyable and effective. Consequently, students are expected to develop greater interest, confidence, and retention in learning English vocabulary, which ultimately improves their overall language proficiency.

3. For Future Research

Future researchers who are interested in exploring the use of interactive learning tools, especially the Wordwall application, in language learning and vocabulary development may use this study as a reference. This research opens up opportunities to examine how effective the

Wordwall application can be as a teaching aid in different educational contexts, particularly in primary schools. In the future, other researchers may also expand this study by investigating different features of Wordwall and how its use influences students' motivation, engagement, and overall language learning outcomes.

G. The Reason of Choosing Title

Researchers chose this title for a number of important reasons. First, vocabulary is one of the most important elements in learning English because it forms the basis for mastering other language skills, such as reading writing listening and speaking. Good vocabulary mastery from elementary school is essential for students to have a strong foundation for learning English at higher levels.

However, because the teaching strategies used are uninteresting or do not suit their learning preferences, many students find it difficult to learn and remember new vocabulary. Therefore, the purpose of this study is to determine whether the Wordwall application can facilitate English language learning.

Second, the field of education has experienced rapid technological advances, and various topics have made extensive use of interactive learning media such as the Wordwall application. To determine how effective the Wordwall application is in helping elementary school students become proficient in vocabulary, further research is needed. It is hoped that the results

of this research will improve English language teaching for educators, students, and educational institutions.

H. The Definition of Key Terms

1. **Effectiveness** : In this study, effectiveness is defined as the level of success in using the Wordwall application to improve students' vocabulary mastery when compared to conventional learning methods. Effectiveness was measured through pre-test and post-test results to see if there was a significant improvement after the treatment was applied. In addition, this concept reflects the accuracy of the research in utilizing valid instruments and systematic analysis to produce accurate and reliable findings.
2. **Wordwall Application** : Wordwall application is an interactive digital learning tool designed to support students' vocabulary development through engaging game-based activities. It combines visual elements, written text, and interactive tasks that help learners understand and remember new vocabulary more effectively. Through various formats such as matching games, quizzes, and visual exercises, Wordwall encourages active participation and facilitates better comprehension of vocabulary in an enjoyable learning environment.
3. **Vocabulary** : Vocabulary mastery refers to children's ability to recognize the meaning of words, understand their usage, and apply words in English appropriately according to context.