WORDY CARD FOR AN INNOVATIVE TEACHING METHOD FOR LEARNING ENGLISH

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Abstract. The foundation of learning a new language is vocabulary. Teaching vocabulary has been done in conjunction with teaching other language skills. Due to their little language knowledge, students continue to have trouble speaking. Meanwhile, senior high school students must get ready for either further education or the realm of industrial job. To address this issue, innovative teaching strategies in English are required. In this study, How Wordy card games can be used as innovative teaching tools to help kids in senior high school develop their vocabulary. Students in classes X, XI, and XII at SMK TI Bali Global Denpasar and SMK Negeri 2 Denpasar are the data sources. Techniques for gathering data that involve both direct observation and interviews. Data are analyzed using a descriptive qualitative approach, and they are then presented in a narrative format. The R&D procedures were modified from Borg and Gall's (1983) ten-cycle method of creating wordy cards. This study created a special card game that can be played at all educational levels and is particularly beneficial to teachers in their vocabulary instruction.

INTRODUCTION

There are two categories of language skills: macro skills and micro skills. At the macro skill level, language skills are divided into four categories: reading, listening, writing, and speaking. While there are three components to micro skills: grammar, vocabulary, and pronunciation. The acquisition of all linguistic abilities is necessary for effective communication in English. To support success, macro and micro skills work together, and vocabulary is one of the most crucial talents. Several definitions of vocabulary from several experts give a strong meaning to its function (Nuarta, 2020). Other expert, Neuman and Drawyer as cited in (Rizky Setiawan & Wiedarti, 2020) stated that vocabulary can be defined as the words someone must know to communicate effectively: words in speaking (expressive vocabulary) and words in listening (receptive vocabulary). While Hornby in (Rashad & Bin-Hady, 2020) defined vocabulary as all the words that a person knows or uses when they are talking about particular subject in particular language.

Teaching vocabulary has been done in tandem with teaching the other four language skills. There are no specialized vocabulary courses taught in one subject at school. The way a teacher teaches language, which is integral to the development of other skills, presents a particularly difficult task to students. Creative English teaching technique is needed to break out the problems in teaching learning English. A game is a structured form of play,

usually undertaken for entertainment or fun, and sometimes used as an educational tool. With the use of games, the teacher can create various contexts in which students have to use the language to communicate, exchange information and express their own opinions Wright, Betteridge and Buckbyin (Nguyen et al., 2021).

For teachers at all levels, using wordy card games to teach vocabulary can be a solution to the issue that exists at every level of education. Wordy is an English educational game. Wordy is taken from the word "Word" which means word. This card game is used to improve vocabulary recognition in English by grouping the types or categories of words given. It can solve the problem of teachers in delivering the lesson, moreover it helps students improving their vocabulary. The limitation of this research is at the vocabulary level at the senior high school level (Ratnawati, 2020). Based on the background, problem identification and problem boundaries, the research problem is as follows: How does Wordy card games become creative learning media in improving students' vocabulary skills at the senior high school level?

Given that languages are made up of words, teaching vocabulary is an essential part of learning a language (Bakhsh, 2016). Without words, it is nearly impossible to acquire a language; even human communication depends on words. According to recent study, it may be difficult to teach vocabulary since many teachers lack confidence in the most effective methods and occasionally do not know how to put an instructional emphasis on word learning (Argıt et al., 2020). Both instructors and learners concur that learning the vocabulary is a key component of teaching a language (Saputra & Hadi, 2019). A skilled teacher should be equipped with a variety of contemporary methods. For pupils to understand and be interested in what they are learning, teachers need to be innovative and knowledgeable about their subject. The learners' qualities must be known by the teachers. Additionally, they must provide appropriate materials and effective teaching methods in order to achieve the goal of language instruction (Sumandya et al., 2022).

Wordy is an education game that teaches English vocabulary. Wordy is derived from the word "word," which is what it means. This card game is employed to enhance English word comprehension. With the feel of enjoyable games in the classroom, Wordy offers a Vocabulary/Vocabulary learning experience (Karmila & Sri Rejeki, 2021). You can use Wordy in large classes or with your family at home. Wordy has a strong Fun learning idea in influencing students' emotions and passion for learning. Learning while having fun. Students learn new vocabulary in English without even realizing it when they concentrate on winning the Wordy card game by adhering to its rules and regulations.

The goal of the card game Wordy is to group words according to their keywords. Students will use Wordy cards to play games and learn the definitions of words. The benefits of this Wordy card game include the following: (1) students do not feel they are learning to play Wordy; (2) students recognize, understand, and are able to recognize vocabulary sets given to Wordy; (3) students can play it with or without a teacher by their side; (4) students can play it at home with their family, in a cafe, at school, or with their teacher; and (5) the ability to remember students' vocabulary will increase compared to manually memorization. In 1 deck of Wordy card game there are 70 vocabularies that will be played in 1 round.
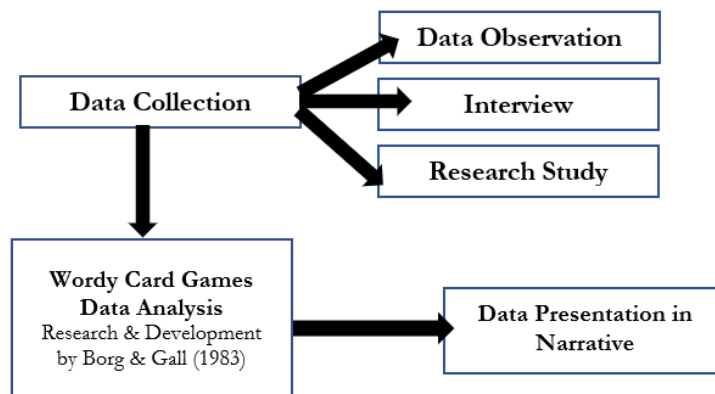
METHOD

The steps of research and development in this research were adapted from Borg and Gall (2007) which consisted of: Preliminary Research and Collection of Information, Planning, Early Product Development, Expert Validation, First Revision, Early Trial, Second Revision, Field Test, Final Product Revision, Dissemination (Image 1). In this study, the development stage was only up to second product revision. Before the field test was carried out.
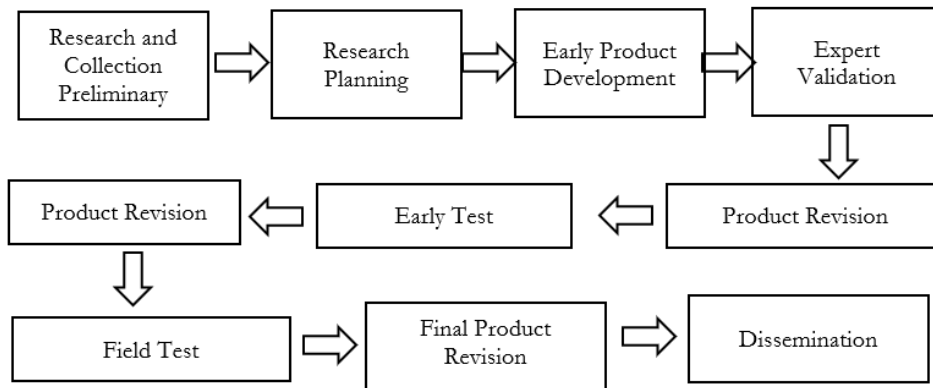
Image 1. The Research Methods of R&D

Data collection methods used to meet the needs of research data are as follows: (a) sources of primary data, which are collected in two ways: observation, which is witnessing the processes in place at the research location, and interviews, which involve asking resource people at the research location questions, (b) Secondary data sources, in which the data collection method does not directly involve sources or research sites, but locates and gathers theories pertinent to current issues through reading books and periodicals on the subject at hand.

Image 2. The Steps of Research

Data source is the students of 10th, 11th, and 12th grade at SMK TI Bali Global Denpasar and SMK NEGERI 2 Denpasar. Methods of data collection using direct observation and interviews. The data analysis method is descriptive qualitative with the method of presenting data using narrative. Methods of data collection using direct observation and interviews. Here is the list of the data source as follows:

Table 1. Data Source First Place

SMK TI BALI GLOBAL DENPASAR		
Grade	Class	The number of students
XII	RPL1	33
XI	MM1	35
XI	MM2	35

Table 2. Data Source Second Place

SMK NEGERI 2 DENPASAR		
Grade	Class	The number of students
XII	BDP1	36
XI	AKUNTANSI 5	41
X	OTKP 1	41

RESULTS AND DISCUSSION
Research Planning

A product plan or design is created based on the basic investigations that have been conducted, and it includes: (1) The Purpose of Using The Product. From the results of data collection, this study aims to: find out the effectiveness of the implementation Wordy card games become creative learning media in improving students' vocabulary skills at the senior high school level dan to find out the effectiveness of the implementation Wordy card games in students' motivation of learning vocabulary; (2) Who Are The Users of The Product. Students in classes X, XI, and XII of senior high school served as the sample population for the research phase. However, wordy card games can also be employed in Indonesia at all educational levels. From children as young as 11 years old to adults can play wordy card games.

Description of The Product's Components and Their Functions. Wordy card games are instructional games that improve vocabulary in the English language. Wordy is derived from the word "word," which is what it means. This card game is meant to enhance vocabulary comprehension and recognition in English. Wordy card games provide vocabulary learning the feel of enjoyable in-class activities. It can be played at home with the family or in huge classes. It offers a strong Fun learning idea in influencing students' emotions and passion for learning because learning happens while playing. Unknowingly, following the rules and flow helps pupils understand the terminology when their focus helps them win the game.

Image 3. Wordy Card Component

A score is printed on each Wordy card game card. The value of the listed word is determined by this score. The Wordy card game's components are: (a) keywords; like SPORTS; (b) wordy Cards; such as tennis, weightlifting, baseball, soccer, boxing, surfing, archery, and athletics; (c) free pass; A free pass card with a score of 25 that can be issued whenever you like. For example, the keyword is SPORTS which has a score of 25. The wordy cards are 9 vocabulary types of sports with different scores. The winner is the player who has the highest score on his card. In 1 deck/set of Wordy card games there are 7 keywords, and each keyword has 10 wordy cards. The number of cards in 1 wordy deck is 75 cards.

Early Product Development & Expert Validation. The Wordy card game is currently in the early stages of product development. The product draft must be created as completely and flawlessly as feasible, nevertheless. Wordy card games were initially designed by researchers working collaboratively or seeking assistance from specialists and or practitioners according to their field of expertise (desk try out or desk evaluation). This phase is also known as the expert validation phase. Before using them with students, English teachers will try to play Wordy card games. Field testing will assess micro feasibility on a case-by-case basis before coming to any conclusive generalizations. The terminology utilized in the complex card game is as follows.

Table 3. Wordy Card List A-edition

FRUITS			VEGETABLES		
Banana	4	Pisang	Cabbage	4	Kol
Avocado	6	Alpukat	Lettuce	6	Selada
Grape	8	Anggur	Asparagus	8	Asparagus
Apple	10	Apel	Eggplant	10	Terong
Mangosteen	12	Manggis	Celery	12	Seledri
Pineapple	14	Nanas	Brussel sprout	14	Kol hijau
Longan	16	Kelengkeng	Long bean	16	Kacang Panjang
Pomegranate	18	Delima	Cauliflower	18	Bunga kol
Watermelon	20	Semangka	Broccoli	20	Brokoli
FRUITS	25	Buah-Buahan	VEGETABLES	25	Sayuran

Table 4. Wordy Card List B-edition

PUBLIC PLACES			CLOTHES		
Hospital	4	Rumah Sakit	Dress	4	Dress
Police station	6	Kantor Polisi	Gown	6	Gaun
Post office	8	Kantor Pos	T-shirt	8	Baju Kaos
Gas station	10	SPBU	Jacket	10	Jaket
School	12	Sekolah	Skirt	12	Rok
Bank	14	Bank	Uniform	14	Seragam
Museum	16	Museum	Trouser	16	Celana Panjang
Cinema	18	Bioskop	Pants	18	Celana
Bus stop	20	Halte Bus	Jeans	20	Jins
Public Places	25	Tempat Umum	CLOTHES	25	Pakaian

Table 5. Wordy Card List C-edition

JOB			VEHICLE		
Dentist	4	Dokter gigi	Limousine	4	Limosin
Teacher	6	Guru	Minibus	6	Bus Mini
Baker	8	Tukang roti	Bicycle	8	Sepeda
Butcher	10	Tukang daging	Motorbike	10	Sepeda motor
Chef	12	Koki	Airplane	12	Pesawat
Driver	14	Sopir	Helicopter	14	Helicopter
Lawyer	16	Pengacara	Dump truck	16	Truk sampah
Veterinarian	18	Dokter hewan	Bulldozer	18	Bulldozer
Electrician	20	Tukang listrik	Taxi	20	Taksi
JOB	25	Pekerjaan	Vehicle	25	Kendaraan

Table 6. Wordy Card List D-edition

SPORTS			FREE PASS	
Badminton	4	Bulutangkis	FREE PASS	25
Baseball	6	Baseball	FREE PASS	25
Soccer	8	Sepak bola	FREE PASS	25
Boxing	10	Tinju	FREE PASS	25
Surfing	12	Surfing	FREE PASS	25
Archery	14	Panahan		
Tennis	16	Tenis		
Weightlifting	18	Angkat beban		
Athletics	20	Atletik		
Sports	25	Olahraga		

Image 4. Teacher's Testing Wordy Card Game

Initial Product Improvement. Limited field trials will be conducted before the first product is finished. At this early stage of product refining, a qualitative method is used more frequently. The evaluation that was done focused more on the evaluation of the process, thus any internal changes were made. The improvement of Wordy card games is made possible in large part by this refining process. The primary essential controls in this product are the game's rules and regulations (Widana & Laksitasari, 2023).

Early Test. Following the desk trial, field tests were conducted in schools. Field tests of the initial items are advised to be carried out in 1 to 3 schools with 10 to 30 responders, according to Borg and Hall (2007). However, in the Wordy card games study, researchers used sampling in 1 school, with 3 classes at various levels, and 33 to 35 students in each class. The researcher carefully observed and noted significant actions taken by the respondents during the field testing, which were conducted in classes XI and XII, and used this information to improve the original product.

Product Revision. Completion of the initial product will be carried out after field trials. At this initial product refinement stage, more is done with a qualitative approach. The evaluation carried out is more on the evaluation of the process, so that the improvements made are internal improvements. This refinement process plays a very important role in providing improvements to Wordy card games. The primary essential controls in this product are the game's rules and regulations.

Field Test. Testing and product enhancement still need to be done when a more perfect product has been achieved. This is done to ensure that the product meeting specific criteria. As a result, the target population also needs to be modified. The development and improvement of product materials are still the primary focus of trials and improvements at the initial product stage; the population's eligibility is not yet taken into consideration. Population eligibility is carried out during trials and finalized product upgrades. In this phase, a larger number of samples are used for tests and improvements. Borg and Gall (1989) advise using a school sample of 5 to 15 schools and a subject sample of 30 to 100 people at this point (this is relative, depending on the number of categories and characteristics of the population).

The only difference between the enhanced product trial phases and the first product trial is the amount of samples. This trial was conducted by researchers from SMK TI Bali Global Denpasar and SMK NEGRI 2 Denpasar. At this point, 216 students from 6 courses participated in a trial of wordy card games. It is required to modify the product material in light of the prior field test findings, which demonstrated the disparities in student abilities within a single class. At this point, the product material is enhanced by the addition of new deck categories. The four editions of wordy card games are A, B, C, and D editions.

Final Product Test. The goal of final product testing is to determine whether an educational product is workable and offers benefits on a practical level. Since the product is considered to be flawless, the objective of this test is no longer to perfect Wordy card games. The same school where the pilot stage testing took place can also host the final product's testing. The experiment was conducted using an experimental design. "The randomized pretest-posttest control group design" or at the very least "the matching only pretests-posttest Control Group Design" is the design model that was used. The two

experimental groups in the first design are randomized or equalized, making it a pure experimental design.

Final Product Revision. For more accurate items to be generated, improvement of the end product is thought necessary. At this point, a product has been acquired whose degree of efficacy can be explained. The final outcomes for product enhancement have a trustworthy "generalization" value. At this point, wordy card games come with a manual book and more appealing packaging.
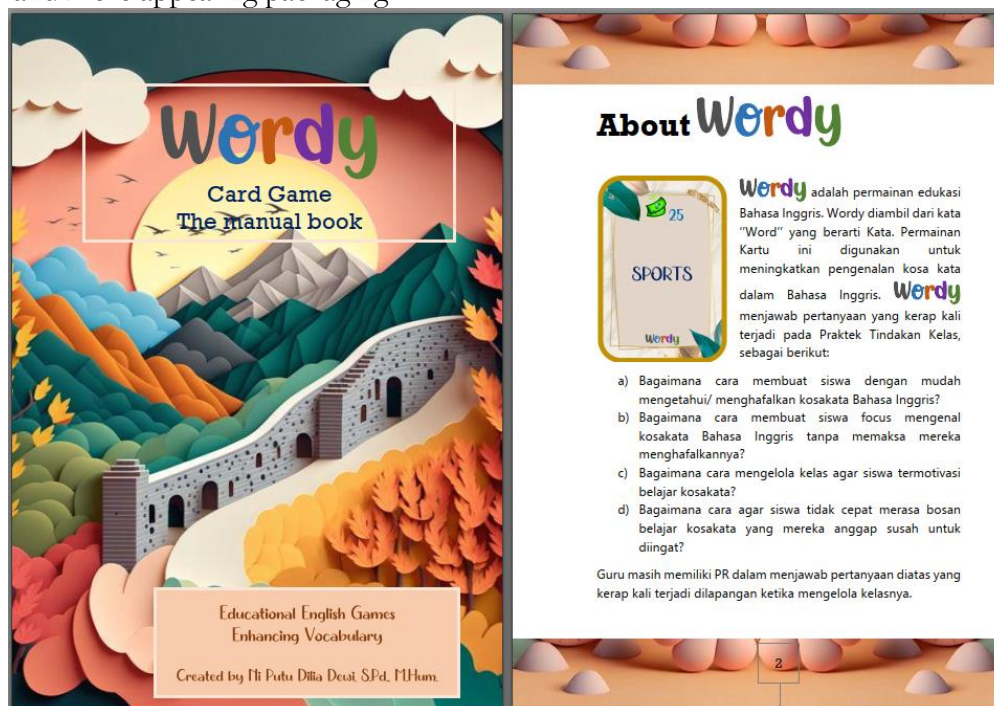

Image 5. Final Product Manual Book of Wordy Card Game

Dissemination and Implementation. Following the creation of a finished product whose efficacy has been evaluated, the further steps are institutionalization, implementation, and dissemination. It will take quite a long time to socialize a developed product before it can be widely distributed. Wordy card games will be registered in HKI. In addition to being distributed through Shopee, Tokopedia, marketplaces, and other social media.

The Findings
The creation of educational products in the form of Wordy card games is currently undergoing final testing in order to obtain meaningful results. Following the manual book with several rules made Wordy card games become one of the best tools to polish students' vocabularies skill. The following things demonstrate how Wordy helps students learn new words and improve their vocabulary: **(1) The Playing Speed of Students.** When the player is familiar with every word on the wordy card, the game's speed can be observed. It took longer to finish the game than it did to start the observation. Before learning about Wordy, the students appeared perplexed; after learning the words on the Wordy card, the players quickened their pace (Raipartiwi, 2022). **(2) Learn to Analyze and Strategize the Game.** The next step is to examine the game's course and read each player's actions if the participants are already familiar with the game's rules and vocabulary. Players can then

begin establishing tactics and actions necessary to win the following game. **(3) Follow the Rules and Develop Discipline.** Each participant must abide by specific regulations when playing the card game Wordy. Any card game will run smoothly if you follow this guideline. As a result, by adhering to the rules that are relevant to the turn that has been set, players develop patience and discipline. **(4) Learn to be Sporty.** There must be winners and losers in a game. If you lose a game, you must learn to accept loss and be prepared to comply with any 'sanctions' imposed, such as being forced to smear powder over your face or shuffle the cards for the following round. If the player succeeds, they will need to learn humility and respect for their other friends (Arimbawa, 2021). **(5) Able to Interact with Other Players.** The Wordy card game cannot be played alone, adding to its thrilling nature. There must be a vast number of players in this game. starting with parents, siblings, brothers, and then peers. Wordy card games unquestionably encourage player interaction so that everyone may get to know one another better and build stronger bonds between them. **(6) Distract from Gadgets with Activities and Focus.** Students will, of course, temporarily forget and give up their devices when they have to concentrate on the Wordy card game (following the rules and paying attention to the actions of other players). Unlike the communication that occurs on these modern gadgets, playing Wordy cards can renew the mind and foster two-way interpersonal engagement.

CONCLUSION
According to the findings of the aforementioned study, students had a favorable opinion of Wordy Card Games. the idea of having fun while learning vocabulary through games. Learning is not forced or boring, and it benefits both students and teachers. The survey's findings strongly suggest that Wordy Card Games are the greatest method for teaching vocabulary. This game can be utilized anywhere, including at home, in coffee shops, and outside of the classroom.

In this research, there are many scientific contributions that can be utilized and applied by teachers in Indonesia at all levels. Scientific contributions that can be given are as follows: (1) Increase knowledge about strategies for improving students' language skills at the micro level. (2) Increase knowledge about strategies to increase enthusiasm for learning while playing by increasing students' motivation (3) Providing new experiences in the world of education when learning with Wordy card games students can play directly and imagine more in winning game strategies and categorizing vocabulary. This research will be continued to the grammar level of constructing sentences into card games namely Grammy.

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