

## Use of Slip Board Media in Increasing Vocabulary Ability

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### ABSTRACT

The purpose of this study is to determine the Implementation of Slot Board Media in improving the Vocabulary of Grade 1 Students of SD Plus Al-Qodiri Jember 2020-2021 Study Year. The research method used in this research is PTK (classroom action research), which is action research conducted in the classroom with the aim of improving the quality of learning things. The conclusion of the classroom action research that has been carried out is that the research is carried out continuously until the student's score rises above the KKM (70), and the research stops at 2 cycles of the second meeting because the percentage of completeness of grade 1 SD Plus Al-Qodiri students is 86%, so using this slot board media can improve mastery of Indonesian vocabulary in grade I SD Plus Al-Qodiri students. The increase in vocabulary mastery can be seen from the achievement of 86% of the number of students scoring above the KKM 70. The average value of overall learning outcomes both pre-cycle of action and after action can be detailed, namely in the pre-cycle the average value of students 62 with a percentage of completeness of 26.67. And in the second meeting of cycle II, the average student score was 81 with a completion percentage of 86%.

**Keyword :** Slip Board Media, Vocabulary, Ability

### INTRODUCTION

In education, language is the basis for human knowledge. Language is also the basic core for other subjects. Whether or not children succeed in mastering various subjects at school and in society depends on their knowledge of the language. There are several guidelines that must be considered in the use of the language of the instruction contained in Law No. 20 of 2003 concerning the National Education system Chapter VII "Language of Instruction" as follows(Sisdiknas, 2003):

1. Indonesian as the State Language becomes the language of instruction in national education.
2. Local languages can be used as the language of instruction in the early stages of education when necessary in the delivery of certain knowledge and skills.

The use of Indonesian among young people, especially students, is still weak, as seen from the UN (national exam) scores which tend to be static, even if it rises, the range is still below (Prabowo, 2018).

This phenomenon occurs due to their lack of literacy levels in terms of listening, reading, and writing. In addition, the use of foreign languages is becoming more prevalent. He explained that foreign languages do not have to be avoided, it just takes wisdom and awareness in using language (Andrade-Velásquez & Fonseca-Mora, 2021; Basori, 2018). Also stated that the thing that should be highlighted from the lack of good and correct Indonesian language skills in Indonesian society is in terms of learning. Many aspects are involved in it, ranging from educational institutions, education personnel, educational instruments such as curriculum, media, and also the surrounding environment (Fauziah et al., 2018; Widodo, 2021). So, language is very important to be instilled and taught from an early age, the more often educators practice good Indonesian, the more vocabulary they have (Asip et al., 2019; Susilo, 2020; Taufik & Aini, 2019).

The thing that became the basis of this research is, based on the results of observations in the field, especially first-grade students at SD Plus Al-Qodiri Jember which shows that students' vocabulary mastery is still low. Because in conducting learning activities, teachers rarely use methods and provide interesting media for children, so that children look bored. Based on the data obtained from the results of vocabulary learning, only 4 out of 15 students managed to get a minimum score of 70. For this reason, teachers need to study and consider the issue of teaching methods/media that are appropriate and in accordance with the level of child development as well as paying attention to the learning objectives to be achieved itself.

This learning process is carried out by using children's language teaching media, especially by increasing children's vocabulary. The use of teaching media can clarify the presentation of messages and learning information for children. In addition, the use of teaching media can overcome the limitations of the senses, space, and time, and can provide a common experience for children about events in their environment.

So, one of the efforts to improve vocabulary mastery can be done at SD Plus Al-Qodiri Jember, through learning with media containing letter and picture cards named slot board.

## **METHOD**

The research approach used in this research is a qualitative approach. The type of research that researchers use in this study is Classroom Action Research (PTK). This PTK was carried out in class I SD Plus Al-Qodiri Jember, even semester of the 2020/2021 school year. The subjects of this PTK are class I students of SD Plus Al-

Qodiri Jember, totaling 20 people. This PTK was carried out through two cycles to improve students' learning achievement in Indonesian language subjects. The reason why 2 cycles were carried out was because researchers and teachers assessed the increase in students' vocabulary from the increase in their scores, and the scores above KKM with a percentage of 86% completeness were in cycle 2 per meeting 2. For this reason, we ended the action because the Slot Board Media was concluded to be able to increase students' vocabulary.

## **RESULT AND DISCUSSION**

During the learning process of mastering Indonesian vocabulary before the action (pre-cycle), communication between researchers and students has not been successful because researchers have not known all the characters of class I students of SD Plus Al-Qodiri, although the learning process has been well designed according to learning activities. According to SPN Law No.20 of 2003, learning is a reciprocal process of students with educators as learning resources in a learning environment, therefore it is important for teachers to know all student characters so that learning runs smoothly. Transactional Communication is a communication or dialog, where the receiver and sender of the message are interconnected within a certain period of time to arrive at a common meaning. So, the purpose of this transactional communication is a communication or interaction from the sender of the message (teacher) with the recipient (student) related to learning to get to know each other and help in achieving the goal of increasing students' vocabulary mastery. Learning is basically a causal process. For example, a well-designed or well-prepared learning process will help students' learning process. This effort is carried out in a systematic learning process in order to achieve student learning success, as well as preparing media such as skid board media to increase students' passion for learning and increase students' Indonesian vocabulary to increase and achieve student success.

In the learning process (pre-cycle) students lack vocabulary in learning Indonesian because the teacher more often uses the lecture method, so students feel bored and bored, but when the teacher uses the question and answer method, some students are more enthusiastic and excited, but it still makes students' vocabulary still low. In language in interaction, a good vocabulary in facilitating communication, the more vocabulary that is mastered, the more ideas that can be expressed.

According to Soedjito, vocabulary is defined as 1) all words contained in a language 2) the wealth of words owned by a speaker or writer 3) words used in a field of science 4) a list of words arranged like a dictionary and a brief and practical explanation(Saputra, 2021). And according to Kridalaksana, vocabulary is (1) a component of language that contains information about the meaning and use of words in language, (2) the wealth of words owned by a speaker, writer or a language; (3) a list of words arranged like a dictionary, but with a brief and practical

explanation(Kridalaksana, 2002). From the explanation above, it can be concluded that vocabulary is words that have a meaning owned by humans to be used in language and communication.

Likewise, the form of language that a person chooses to communicate can reveal or express a person's personality. A person's choice of language reflects the quality of his or her personality. The more vocabulary a person has, the greater his language skills.

In order for the implementation of the language improvement learning process to be more directed and effective in achieving learning objectives, it must set competency standards, and indicators that must be achieved.Improvement of the implementation of actions using the media skid board (slot board). Literally, media means intermediary or introduction. Sadiman argues that the media is an intermediary or messenger from the sender to the recipient of the message. Also explained by Raharjo, that the media is a container of messages that the source wants to pass on to the target or recipient of the message. The material received is an instructional message, while the goal achieved is the achievement of the learning process.

The increase in students' mastery of Indonesian vocabulary can be seen from how many students can master vocabulary correctly and correctly and students who have scores above KKM 70.

Indicators of achievement of mastery of Indonesian vocabulary (1) mention the word according to the picture, (2) mention the meaning according to the picture, (3) sort the letters into a word and meaning.

Based on the actions carried out in cycle I and cycle II, learning mastery of Indonesian vocabulary always increases. The increase can be seen from the written test scores that have been carried out by applying the slot board media which shows an increase from cycle I to cycle II compared to the initial conditions. The indicator of achieving success at the end of the cycle reached 86% with an average score of 81. While the indicators of increasing vocabulary mastery are mentioning words according to the picture, mentioning the meaning according to the picture, sorting letters into a word and meaning has reached more than 80% of the number of grade I students who have reached the minimum completion criteria of 70.

Thus overall in each cycle the results of the Indonesian vocabulary mastery test for students have increased compared to the previous test results. This shows that the application of slot board media can improve the mastery of Indonesian vocabulary in grade I students of SD Plus Al-Qodiri. Most students have been able to master vocabulary appropriately, write with the use of correct pronunciation according to the arrangement of letters into words, and can explain the meaning of words with words into appropriate sentences.

From the research results obtained and data analysis that has been done, it can be concluded that through slot board media can improve vocabulary mastery in grade I students of SD Plus Al-Qodiri.

## CONCLUSION

The results of classroom action research that has been conducted in 2 cycles using slot board media can improve mastery of Indonesian vocabulary in grade I students of SD Plus Al-Qodiri. The increase in vocabulary mastery can be seen from the achievement of 86% of the number of students scoring above the KKM 70. The average value of overall learning outcomes both pre-cycle of action and after action can be detailed, namely in the pre-cycle the average value of students 62 with a percentage of completeness of 26.67. And in the second meeting of cycle II, the average student score was 81 with a completion percentage of 86%. The agreed action was stopped in Cycle II because the percentage of student completeness had reached 86%.

1. Based on the conclusions and discussion in the study, the implications (findings) of this study can be described as follows:
2. Learning through slot board media in the learning process can improve mastery of Indonesian vocabulary, so it will have a positive effect on teachers in considering the application of slot board media used in the next learning process.
3. The results of the research can be used as input for teachers and prospective teachers to improve the quality of students by applying slot board media.

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