



## **USING *ANIMAL NOISES* GAME IN TEACHING ANIMAL'S NAME TO KINDERGARDEN STUDENTS**

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### **Abstract**

This paper's aim is to explain how to use Anime Noises Game in teaching Animal's name for kindergarten students (young learner). Teaching vocabulary to young learner is different from high school students, because young students have different characteristics and learning style. Anime Noises Game is one of the way of teaching that can be used by the teacher to overcome the problems. Anime Noises Game helps students to learn Animal's name comprehension that have been learned before. The steps in using Anime Noises Game are brainstorming, discussing about the material, and playing the Anime Noises Game. In brainstorming, teacher shows several pictures related to the material along with general questions about the pictures after that. The next step is discussing about the material, teacher teach students name of animal and sound of animal. The next step Anime Noises Game, teacher will guide the students in playing this game that will help them in learning Animal's Name that has been taught. And the last steps is concluding. In this step, the teacher make the conclusion about the material.

**Key words:** Vocabulary, Anime Noises Game, Young Learner.

### **A. INTRODUCTION**

Vocabulary is one of the important foundations in learning English. According to Allen (1997), vocabulary is needed by students to be able in using four skills in English, which are listening, speaking, reading, and writing. Without vocabulary, it will be hard for students to communicate in English, even it is spoken or written. It can be concluded that vocabulary is central to English language teaching because without sufficient vocabulary students cannot understand others or express their own word. The more vocabulary they have, the better the language they create.

In Teaching vocabulary to young learners is different from teaching vocabulary to teenagers or adults. This is because different age has different needs, competencies, and cognitive skill (Harmer, 2001). Therefore, teaching vocabulary to children should start from something that is easy and in accordance with their cognitive development (Ramadhani (2015). The point is that the teacher can teach from categories of word, like teaching noun, verb, or adjective that relate

to children's life, they will be easier to understand it, because that all are very familiar with their daily activity.

According to Erikson in Syafei (2017) children at the age of 3-6 years or preschool are included in the 'Initiative vs guilt' stage. At this stage children will learn while playing and this is called 'play age'. Kindergarten students have begun to ripen some of their other abilities such as motoric and language skills, and able to they explore the environment physically and socially and develop initiatives to start acting. So that teacher can use a game in teaching vocabulary to kindergarten students.

There Many kinds of vocabulary that should be learned by young learner, such as foods, drinks, vegetables, fruits, animals, and others. In kindergarten, teacher gets used to teach animals first before coming to other categories. It seems that animals are quite familiar with them. To teach animals' name, there are some technique that can be used by teacher. One of them is *Anime Noises Game*, where animal's sound is the focus to lead students to know the name of animals.

In teaching animals to kindergarten students, there are two learning style that teacher can be used. The first is by using visual, which is by showing pictures of animal that will be taught. The second is auditory, which is by hearing the sounds of animal that will be taught.

*Anime noises game* is a game that helps students at kindergarten in learning animal. Teacher will show students images of animals, then the teacher asks the children to sound the voice of that animals. After that, the teacher will teach students the name of that animal. This paper will discuss about, how to use *anime noises game* in teaching animal's name to kindergarten students.

## **B. DISCUSSION**

According to KseniyaVaynshtok (2013), *Anime Noises Game* is an exciting game for classroom activity which is using a picture animal and large animal flashcard. *Anime Noises Games* is a game created by KseniyaVaynshtok in 2013 with the aim in teaching animal names to kindergarten students because children at an early age love of animals.

### **A. Animal in Teaching Animal's Name by Using Anime Noises Game**

There are several of classification of animal, which are, pet, farm, jungle, aquatic, bird, desert, savannah, arctic, and insect. But in this paper the animals that will be used to teach animal's name to kindergarten students by using *anime noises game* are animals that have sound and can be imitated their voice by human. Here are kind of animals and their voices that can be imitated by students;

#### **1. Farm Animals**

There are kind of farm animal and their voice that can be imitated by kindergarten students:

- a. Cow – Moo
- b. Sheep – Baa or Maa
- c. Horse – Neigh

- d. Donkey – Hee Haw
- e. Duck – Quack
- f. Rooster – Cook-a-doole-doo
- g. Hen – Bwak

2. Pet

There are kind of pat animal and their voice that can be imitated by kindergarten students;

- a. Cat – Meow
- b. Kitten – Mew
- c. Dog – Woof-woof
- d. Puppy – Ruff-ruff

3. Wild Animals

There are kind of wild animal and their voice that can be imitated by kindergarten student:

- a. Lion – Roar
  - b. Tiger – Growl
  - c. Monkey – Gibber
  - d. Wolf – Arh-woo
  - e. Snake – Hiss!
4. Aquatic Animal
- a. Frog - Ribbit

**B. Anime Noise Game**

**a. Component of Anime Noise Game**

There are several components that needed in teaching animal's name by using *anime noises game* to kindergarten students.

1. Animal Pictures

Animal pictures are needed in teaching animal's name for kindergarten students; those are for introducing the animals from kindergarten students' first language. Those are several animals that provide photos of animals based on their look, skin or hairs color, and characteristics. These sizes of animal pictures are about 20 x 15 cm. The picture used is the authentic photo, not cartoon or painting, because it is useful to prevent children's doubts from the kind of animal the teacher will show

2. Animal Flashcards

Animal flashcards are the collection of animal pictures according to the classification of animals that will be taught to kindergarten students in teaching animals by using *anime noise game*. Those sizes of flashcards are about 15x10 cm. The images used for this flashcard may be animal cartoons or animal paintings, because previously the kindergarten students were introduced to the authentic images of animals will be taught, this also aims to invite the interest of kindergarten students by using cartoon flashcard animals or painting flashcard animals.

In addition, write the name of animal in English at the bottom of the flashcards animal, so that kindergarten students can more quickly remember the name of the animal they learned in English.

#### **b. Rules of Animal Noise Game**

There are several rules that have to doing in playing *Anime Noises Game* to teach animal's name for kindergarten students.

1. The teacher divides students into several groups, in a group consists three members.
2. Teacher writes the names of each group in paper rolls and stores them at a box.
3. Teacher writes the names of animals that students have learned in paper rolls, then stores them at different box.
4. Teacher takes one of paper rolls in a box containing the names of the group. The group's name that taken by teacher would be the first group that playing game in front of class.
5. One of member in a group that teacher already choose would take one of paper rolls in the box that have animal's name inside.
6. All of members in group would imitate the voice of animal in those paper rolls and others group would guess the name of the animal.
7. The group that guesses the animal's name the most is the winner.

#### **C. Implementation of Animal Noise Game**

As teachers implement *anime noises game* in teaching animal's name to kindergarten students, teachers have to make sure that all equipment needed for playing the game is ready, like animal pictures and animal flashcards. If all of the equipments are ready, teacher can start the game by introducing animals that familiar with kindergarten students. For example is pet, kind of pet that kindergarten students know, and other animals that will teach to kindergarten students.

After that teacher show the several animal pictures to kindergarten students and tells them the name of that animals. Teacher also sounds the voice of the animal that teacher showed. Asked the students to repeat the animal's voice after the teacher sounds the voice of the animal. Then teacher tell the animal's name in English, also asked the kindergarten students to repeat after the teacher until the students' English pronunciation is correct. If the English pronunciations of kindergarten students are still not correct, the teacher must continue to repeat it until it is correct.

After students knew the animal's name in English and the sounds of animals, the teacher divides students into several groups. In one group consists of three members. The division of group members can be writing numbers on a paper rolls, then storing them in a bottle, and teacher asks students to take one

paper rolls in the bottle. So students who get the same number in paper rolls will be in a group.

Then teacher arranges the student seat based on their group members. After that teacher writes the group names in a roll of paper and stores them in a box, this aim is to choose a group that would be the group who imitates animals' voice in front of class. Then, teacher also writes the names of animals that have been learned by students at the beginning of the lesson in a roll of paper, and store them in a different box. Thereafter, teacher picks one of the paper rolls that have name of the groups.

The groups that have been selected by teacher would stand in front of the class, then teacher asked them to take one roll of paper containing the names of animals that have been written by the teacher. If the kindergarten students find it difficult to read the name of the animal in the paper roll, teacher helps them to read it.

Afterward, all the members in group imitated the voice of animal that they had chosen. Another group would guess what animal was imitated by a group in front of the class. This is where the teacher plays a very important role to choose which group is the first time to raise his hand to guess the name of the animal that was imitated by their friends in front of the class.

The group that succeeds in guessing would be the next group to imitate the animal's voice in front of the class. If there are no group succeeds in guessing the name of animal from the animal imitated by the student in front of the class, then the point will be given to the group that imitating the animal's voice, and for the next group who imamate animal's voice would take from the paper rolls that has written the group names in it. The group that has most higher pint in the winner.

#### **D. The Benefit of Using Animal Noises Game In Teaching Animal to Kindergarten Students**

1. This game helps teach animal's names in English to young learner by using animal voice. This game is very useful for young learner because it suits the learning style of them, namely visual and auditory.
2. This game also teaches young students work together to solve a problem, because this game was done in the team, so team work will be created by them.

#### **C. CONCLUSION AND SUGGESTIONS**

Vocabulary is the important aspect in learning English. In this case, it is necessary and important for teachers concerned with English teaching to build students' interest in learning vocabulary. Game is considered as the effective way of teaching vocabulary. *Anime Noises* game can build students' motivation

because this game makes students enjoy learning English according to their age and their pleasure. The students will be engaged to be more active in the class and also have fun during the game in the classroom. By using this game, the teacher can help the students to enrich their vocabulary easily.

The writer would like to give some suggestions. They are as follows:

1. It is important for teachers to improve the students' vocabulary mastery by giving attractive techniques with media such as game, power point in order to encourage their motivation.
2. The teacher should use active learning in the English teaching and learning, so that students will be easy to learn vocabulary.
3. Teacher should use many types of vocabulary learning strategy
4. It is hoped that the teacher teaches vocabulary from the easiest to the most difficult one.

In order to know the effectiveness of using *Anime Noises* game to teach vocabulary to young learners, it is expected that there is further research on how *Anime Noises* game can be used to improve young learner' vocabulary.

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