USING WHAT'S MISSING GAMES TO LEARN ENGLISH VOCABULARY AT ELEMENTARY SCHOOL STUDENTS

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Abstrak

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A. Introduction

Vocabulary is one of the important elements of the language. Vocabulary is a set of words that have meaning and can be used by someone in a language. Amount of vocabulary that is owned by someone generally regarded as a description of the level of education.

Understanding of the vocabulary is generally regarded as an important part of the process of learning a language or developing one's ability in a language that has been mastered. School students are taught new words as part of a particular subject and there are many adults who consider the establishment of vocabulary as exciting and educational activities.

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Mastery of vocabulary is the most fundamental thing that must be controlled by students in learning English. Students would not be able to express a language if she/he does not understand the vocabulary of the language. If a student has many vocabularies in English then the student will be easier to master four English language competences such as listening, speaking, reading and writing.

The low student’s understanding in English vocabulary is influenced by some factors, such as: (1) lack of knowledge of students, (2) Low desire of students to the reading. (3) Lack of media in teaching vocabulary. (4) The low quality of student assignments, (5) inappropriate techniques and approaches used by the teacher in the learning process.

Among the factors above, the lack of using the appropriate media is the most dominant factor in teaching English. As we know teachers keep explaining non-verbal vocabulary through context and without learning media in the classroom. So that students are not interested in the explanation of the teacher in teaching and learning process. Teachers only explain the material without seeing the situation and condition of the students in the classroom that make the students can’t increase their vocabulary in learning process.

Based on the explanation above, it is important for the teachers to help the students in learning English vocabulary at elementary school. The teacher should create an alternative activity for teaching English vocabulary. Of course the activity has to be interesting for students. Actually there are many interesting activity that can be used by the teachers to encourage the students to learn English happily. One of them is by using *What’s Missing Games* that can motivate students in learning English vocabulary in the classroom.

This paper describes about *What’s Missing Games* activity for encouraging students to learn vocabulary through games then sharing their ideas in the classroom about games they play in the classroom. using the activity of the game the teacher is expected that students can be motivated to learn English and be able to master a variety of new vocabulary that has been taught by the teacher in the classroom, because the purpose of this game is students are able to master new vocabulary with ease and fun. For a teacher to be able to teach the English language correctly and appropriately is very enjoyable. This can make the child really understand what was said by the teacher.

### B. Discussion

*What’s Missing Games* is one of an interesting activity in learning English vocabulary. This activity can be play in a group work and this activity is really appropriate with an elementary school student’s characteristic. In this activity the students try to guess a new vocabulary through the games in the classroom. There are some stages that are used in applying What’s Missing Games as mentioned on the following sub topic.
1. **Teacher’s preparation**
   a) Teacher divides the students into two groups, group A and B
   b) Teacher prepares an interesting media such as picture card and box (see picture 1, 2, 3)
2. Using *What's Missing Games* in Teaching Vocabulary

*What’s Missing Game* is one of the activities in the classroom that can help the students to encourage their motivation in learning English. In this activity, the teachers help the student in building their background knowledge about the topic that being discussed.

In step 1, the teachers introduce the activity that will be used by the students and also the teacher. In this activity, the teacher uses technique which is called *What’s Missing Games*. This technique is purposed to motivate students to get new vocabulary easier and interesting. The trick is to use pictures card stick it on the board. Number of pictures can be adjusted by the number of students but should limit up to 10 images.

In step 2, the teacher divides the class into two groups, group A and group B. Both of these groups have a chance to battle with the other group to win the game. Then the teacher shows some picture card to the students and sticks it on the board and the teacher tells about the materials that will be learned in the classroom.

In step 3, the teacher asks the students to look at the picture card which have pictures of fruits and then the teacher asks the students about who knows the name of the picture on the board (See picture 1).

For Example:
After the students mention all the names of the fruit on the board the teacher put the names of the fruits on the picture card then the teacher spell the name of the fruits and follows by all of the students in the class (See picture 2). The purpose of this game is to make sure all of the students in the classroom get the new vocabulary through the name of the fruits on the board.

For Example:
Rambutan

Watermelon

Banana

Strawberry

Star Fruit

Grape

(Picture 2)
In step 4, after the teacher shows the entire picture to the students then the teacher gives the time to the students to remember all the name of the fruits on the board. In this step the students learn to remember a new vocabulary through the games and then the teacher ask the students to close their eyes while the teacher takes 1 or 2 pictures on the board, then the teacher change the position of each picture card to make sure all the students will remember what’s missing on the board (See picture 3).

For Example,
In step 5, the teacher asks the students to do What’s Missing Games activity after the teacher take one or two pictures on the board, and then the teacher asks the students to open their eyes back and give a time to the students to think and mention what is missing on the board. Then, the teacher asks "What” s missing? “to the students. At this moment, the students will try to remember what is missing based on the rest of picture card on the board. If the students can answer it the teacher will ask follow-up questions” Is he or she right? If one of the students don’t know what’s pictures missing on the board then the other member of the group has a chance to answer it. Every time a child of a team answers correctly then the team will get the points.

C. Conclusions and Suggestions

Based on the previous discussion, it can be concluded that teaching vocabulary in elementary school is difficult for the teacher. The teacher needs to provide an interesting activity to make the students enjoy the leaning process. One of interesting activity that teachers can do in the classroom is by using What’s Missing Games activity as the alternative activity in learning English vocabulary.

What’s Missing Games is an interesting activity in the classroom. The students can learn something when they play the games in the classroom. This activity is appropriate with elementary schools students characteristic who like to play, move, work in group and do something directly. The step in using this activity is really easy to apply in the classroom.

Teaching vocabulary in the class can be interesting if the teacher can choose the techniques creatively. What’s Missing Games gives a contribution in motivating students in learning English. The writer suggests the following points:

1. The teacher should be creative in selecting and using the interesting and appropriate technique to the students. So that it make the classroom activities more enthusiastic and more delightful
2. The teacher should know what is common problem that is faced by the students as he/she could decide which technique will be used to solve that problem.

Note: this article was written based on the writer’s thesis with advisor Dra. An Fauzia Rozani Syafei, M.A

References

Using What’s Missing Games – Irawati Sari, An Fauzia Rozani Syafei


