



## **USING PELMANISM GAME TO HELP STUDENTS IN REMEMBERING VOCABULARY AT ELEMENTARY SCHOOL**

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### **Abstract**

Teaching vocabulary to Elementary school students is not easy, because they have difficulties to master new words well. Furthermore, teachers have to prepare the good and interesting ways to improve students' attraction and also their memorizing to learn vocabulary. This paper will discuss how teachers teach new vocabulary to Elementary school students in class. One way the teacher can use is using Pelmanism game. Pelmanism game is a game to improve students' memorizing to remembering words, because this game uses cards that consist of pictures and words. Vocabulary cards are prepared to be appropriate to picture cards. Then, the way of using this game is very easy, the teacher just prepares picture cards and vocabulary cards that can be found on the internet and can be cut out according to the shape of the picture. Place them in a styrofoam in front of the class so that all the students in class can see them clearly. This game is started by teacher explanation about the meaning of the cards that have been prepared and students will try to remember and also match the cards appropriate to the vocabulary cards for many times so, the students can remember the words easier.

**Key Words:** vocabulary, Elementary school students, pelmanism game

### **A. INTRODUCTION**

In English teaching and learning process, there are four skills required; speaking, reading, listening, and writing, and three language components that must be mastered by the students; vocabulary, pronunciation, and grammar. According to Harmer (2001:229) teaching English in the primary school students is not an easy task since it requires a lot of creativity, young learners learn differently from older learners, adolescent, and adult. They easily get bored and lose interest after ten minutes.

In fact, English is a language which most of people have difficulties to learn, and vocabulary is the basic component of learning language. Many students in Elementary School still cannot remember vocabulary; this is because the teacher uses the Teacher-Centered method, which focuses mainly on teacher's activeness, not the students'. And the teacher makes the students get lazy, difficult

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to recognize the words, understand the words, and improve sense achievement. So, teacher needs something different to make students become interested, because there are mostly students who get easily bored, and they face difficulties to remember the meaning of the words.

To overcome the problems mentioned above, the writer wants to discuss about Pelmanism Game in teaching English vocabulary to the Elementary School students. This game makes something interesting which can motivate them. It is based on the characteristics and attitude of the children that are curious and often seek attention and rewards for what they have done.

There are many definitions of vocabulary that have been proposed by experts in language learning. Nagy (2003:11) states. "Vocabulary knowledge is fundamental to reading comprehension; one cannot understand text without knowing what most of the words mean". Therefore, the vocabulary becomes a key in acquiring English language skills such as speaking, listening, reading, and writing. Without studying vocabulary, it will be difficult to learn other skills.

Furthermore, vocabulary helps the students interact easily with others without having to know the grammatical errors, because by mastering the vocabulary, it will be easy to establish a communication. Thornbury (2002:13) states that without grammar the message can be conveyed, without vocabulary nothing can be conveyed. One can say very little with grammar, but they can say almost anything with words.

It means that if the students spend most of their time studying grammar, their English will not improve very much. Therefore, vocabulary becomes the main part of language. Based on the explanation above, it can be concluded that vocabulary is the basis of language learning and it is very important in learning English. Wright et al (1996:12) defines games as a set of forms of play which can help and encourage many learners to sustain their interest and work. By applying the games in the class, it is expected that will attract the students to learn the lesson and they will enjoy the lesson.

As it is known that learners at elementary school are called young learners. They have different ways in acquiring and learning a language. Generally, young learners love games during their learning and they do not really want serious discussion, so they love learning by doing and like colorful pictures. Games bring fun and enjoyment in learning activity in the classrooms. Learning vocabulary through games is one effective and interesting way that can be applied in any classrooms.

Pelmanism is a simple and effective way to practice language meaningfully in a fun way. It means that using pelmanism game can help teacher to improve vocabulary students' by doing fun games, like pelmanism game. Pelmanism is a simple and effective way to practice language meaningfully in a fun way. This game challenges the players' ability to remember. Then, they need to practice and revise what is learned otherwise the new input will gradually fade in to a memory and ultimately disappear. In pelmanism game, the students are asked to match pictures with the target language.

Lawson (2002:20) states "Pelmanism is a memory game which can be played by turning up pairs of cards from a pack and trying to pick out matching

pairs. So, pelmanism can be played by two or more students and make them become more interested in following the lessons. The teacher is very important to the development of the students to understand how to remember words and how to develop these ideas in a good vocabulary. According to Piaget (1959:252), children in primary or elementary school learn through hands-on experiences and through manipulation of objects in the environment. They learn things by doing it. Consequently, when the elementary school students learn a language, they need to be involved in learning activities.

Elementary school students, especially for the fourth grade students who are 10-11 years old, have their own characteristics that distinguish them from adults. According to Scoot (1992:53) the characteristic of young learners mentioned as follows:

- 1) They ask questions all the time
- 2) They like to play
- 3) They rely on the spoken word as well as the physical world to convey and understand meaning
- 4) They are able to make some decisions about their own learning
- 5) They have definite views about what they like and don't like doing in the classroom and begin to question the teacher's decisions
- 6) They are able to work with others and learn from others.

Based on the explanations above, it can be concluded that Pelmanism games used in the classroom by teachers who help students to learn and memorize new words, it can be a great way to introduce new vocabulary so that students have a very clear understanding of the word or concept, because in elementary school students are easily attracted to something interesting in shape and color.

## **B. DISCUSSION**

### **The Procedure of *Pelmanism Game* in Teaching Vocabulary**

#### **1. Presentation**

Before starting the lesson, the teacher should prepare some *picture cards*, and ask about the pictures to the students, "Do you know what this picture is?" In this time the teacher showing the picture cards and matching the picture card based on the meaning card. Then the teacher will ask one of the students to complete the picture which has no meaning. So, the media can be used for in learning vocabulary process. After that, the teacher is going to explain the card to all of the students and make the teachers will activate students' background knowledge about the meaning of the picture.



On this step, the teacher will show picture “*jacket*” as the example and ask the students what is the meaning from this picture, the students will put the meaning card (jacket) under a picture card (jacket). So, they can match the picture card based on the meaning card. These features can be seen in the illustration of the following segment of conversational discourse below.

Teacher : Ok students, I have some pictures today! Who they are? (Showing one of the picture cards)

Students : (Students pay attention to the teacher)

Teacher : Do you know?

Some students: Mention the name and raise their hands together.

Teacher : Ok, what is the picture card Emma?

Students : Jacket

Teacher : Good, Emma.(then, the teacher shows another card).

## 2. Practice

Then, the teachers will prepare some random pictures in front of the class, and students must find an English picture cards and matching it with the meaning. If the group was wrong or could not mention the word, it would be posed to the other group. Group with the most matching pairs at the end of game is the winner.

Next step is the teachers will encourage more about student’s memorize, then the students will be sitting in a circle and follow the teachers’ instruction. This stage is continuing based on the topic of the lesson. For example:

Teacher : Ok students, now it is time for you to start it. (Teacher prepares picture cards which has no meaning cards)

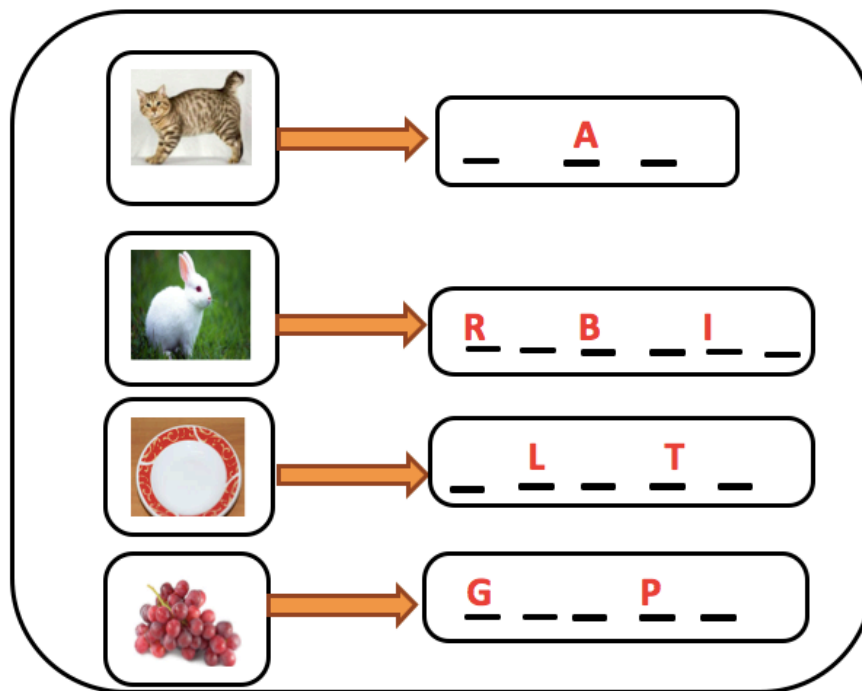
Students will follow the teacher’s instruction.

Some students : (take the meaning card) Shirt.... (and puts on shirt picture card)  
 Teacher : Very good. Next  
 Students : *Hat*.....

This activity is carried out for about 15 minutes to practice and remembering the words by the students. Teacher asks students one of the students in a group to match all of the picture cards and ask the students about their progress ability in vocabulary by using pictures in memory game. In this activity, the teacher asks students to remember all of vocabulary which they know.

### 3. Review of the Lesson

At the end of the lesson, the teacher reviews the students' understanding and increases their vocabulary by providing worksheets / follow up activities. This activity about 10 minutes and for the students who do it correctly then the teacher will give some rewards. Like, give it a few star cards and paste to the student's books, so it makes students feel motivated to learn and master the vocabulary again in the future by using Pelmanism Game.



## C. CONCLUSIONS AND SUGGESTION

### 1. Conclusion

Teaching vocabulary is a very important skill in teaching and learning foreign languages. But teaching English vocabulary to elementary school students is not easy, because elementary school students get bored easily and quickly lose concentration when learning and teaching process takes place in the classroom. Therefore, teachers should be able to create a good atmosphere and increase students' motivation to learn new vocabulary. However, teacher can use

Pelmanism game in the class. This method is used to teach vocabulary and improve students' memory about vocabulary that has been learned.

## 2. Suggestion

It is suggested to the teacher to use *Pelmanism Gameto* teach vocabulary to Elementary school students. It will improve students' vocabulary memory. It is one of an interesting way for students. It only needs some pieces of cards. Pelmanism game is an interesting way for students and easy to use by teachers in teaching. This game requires only a few pieces of the meaning cards and picture cards, the teachers only need to activate their background knowledge, then teachers can find various types of colorful and interesting images that correspond to the subject matter so that students are more eager to follow the vocabulary lesson.

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