UPGRADING VOCABULARY BY CROSSWORD PUZZLES GAMES TO IMPROVE DESCRIPTIVE TEXT WRITING ABILITY

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Abstract
The aim of this research is to increase students' vocabulary. The previous students' vocabulary was low when measured during random drilling. Only a few students know the meaning of vocabulary words. In class 7C there are 35 students, but only 8 students can answer orally, which is around 23%. The remaining 27 students still do not understand vocabulary, namely 77% of students don't understand. So that the use of Crossword Puzzles Game is expected to be able to upgrade the vocabularies that students have. When students have many vocabularies, students will be able to create descriptive sentence at least in accordance with the vocabulary were found in the Crossword puzzles game. In the value of Crossword Puzzles Game students get extraordinary scores. Only 1 student or 3% below the KKM 75 and 34 students or 97% of students above the KKM 75. Meanwhile, the score of the descriptive text writing made by the students scored below the KKM 75 was 4 students or 11 % and above KKM 75 there are 31 students or 86%. Thus Upgrading Vocabularies By Crossword Puzzles Game To Improve Descriptive Text Writing Ability in Class 7C SMP Negeri 2 Sukodono is proven to be true.

Keywords ---- crossword puzzle game, upgrade, vocabulary, writing descriptive text.

Introduction

The development of technology and information has progressed very rapidly. The Indonesian nation is one of the nations involved in the advancement of information and technology media (Elisa, 2023). According to (Sa'adah & Yulianti, 2018) that the increase in the use of gadgets or tools that can be easily connected to the internet is increasing from time to time, even now internet users in Indonesia reach more than 45 million people. Using gadgets makes someone seem very dependent on their gadgets. Based on the results of research conducted, it was revealed that around 15.4 hours/day Indonesian people spend time in front of smartphones, and 92.3% of children start interacting using smartphones (Wahyuni Anggraini et al., 2021). In order to make gadget not only for playing game, so the researcher asks the students to add their vocabulary by playing game and the students can use vocabulary for writing descriptive text.

The researcher finds several terms that are used as a basis for research. Ability according to the complete Indonesian dictionary has the same meaning as competence which can be interpreted as something that students want to have and is the main component that must be formulated in lessons, which has an important role in determining the direction of lessons based on the material to be studied, as well as on assessment. Another notion of ability or competence is the integration of knowledge, attitudes and skills to carry out tasks or jobs effectively according to given standards or measurements. In this case the standard or measure in question is the principle or rule used to make an assessment (Kurniawan & Jaedun, 2018).

The benefits of implementing the Crossword Puzzles Game in this study are: (1) For

Teachers: (a) as an additional alternative learning media and visual aids to upgrade student vocabularies. (b) Motivating students to think systematically and directed. (c) Facilitate the delivery of further material to students. (2) For Students, it is used by students for the process of increasing student creativity in subsequent topics, especially in writing descriptive text. (3) Principal shows active and creative performance by the teacher.

The conclusion obtained is that upgrading abilities are competencies or capabilities produced by students through the implementation of three things including attitudes (affective), knowledge (cognitive) and skills (psychomotor) to meet certain targets in the learning standards to be achieved. Vocabulary is the raw material to form a sentence. The sentences that are created are the arrangement of these vocabularies, and form paragraphs to become a text. The complete definition of vocabulary or vocab is a type of noun which means the words used in a language (Sulistyaningsih, 2021). All the words that make up a sentence and make up a paragraph and are part of the text are vocabularies. With the addition of vocabularies, it is easy for students to form and make sentences which are part of paragraphs and texts.

The student must be mastering vocabularies when practicing the skills of English. With the help of games or other games on the Crossword Puzzles Game, it really helps students who have minimal vocabularies. Students will find it easy to develop ideas for making sentences from the vocabularies they have obtained from the Crossword puzzles game. The fundamental of studying English is vocabulary. The communication will be smooth if the speaker has wide vocabulary. Four skills of English, listening, speaking, reading and writing need accurate vocabulary understanding. Vocabulary is important component in studying English because the students have to understand the meaning of vocabulary first. Vocabulary learning is an important part of learning a foreign language because the meaning of new words is very often emphasized, both in books and in the classroom. It is also a language teaching center and is of paramount importance to a language learner (ALQAHTANI, 2015). Without sufficient vocabulary, people cannot communicate and express their feeling both in form of spoken and written effectively (Rohmatillah, 2015). It is not possible for students to write some kind of text without using vocabulary, because vocabulary stands for sentences or phrases.

Students of SMPN 2 Sukodono have weakness in vocabulary when they study English. It is showed when the students are in learning process. They get difficult when they try to understand a kind of text or writing season. According to this problem, the researcher gives solution to solve the problem. The solution is crossword puzzle games. This game is an effective game to improve students' vocabulary for writing skill because besides being able to make it easier for students to memorize vocabulary, this game can also make students more relaxed in learning. The students can do this game in their android gadget. This way is so simple when the researcher tried to adapt the condition of the students in the recently students condition. Searching for words or Crossword Puzzles Game in black and white squares is a fun game for most students. Especially the games are used to enrich vocabulary, especially in foreign languages. Students will find these words by answering the questions provided in the game. When they have found these words, students will write down the correct words according to the answers to the questions provided.

Crossword Puzzle Game is one of the games made by Melimots with the puzzle genre. This game allows users to search for words in a very full box of letters (Whisenand et al., 2006). Crossword Puzzles Game is also an alternative to use as ice breaking when students feel bored during learning. While diving and drinking water, that means by playing with words students also add to their English vocabulary so that their vocabulary in English is richer (Davis et al., 2009). A crossword puzzle is a word puzzle that is usually a square or rectangular box shaded in white and black. The goal is to fill in the white squares with letters, forming words or phrases that cross each other, by solving the clues that lead to answers. Students will be greatly helped by the vocabulary they have found and will be inspired by making sentences for each word they have found.

Writing descriptive text in English means writing a selected description of a person, object, or place in English. (Terwilliger, 1987) suggests several steps before writing descriptive text, namely selecting objects and observing them, selecting dominant details, and using useful words to describe them. Basically, writing is an activity that is carried out by inscribing something onto the writing media, it can be in the form of pictures, words, and sentences, signs, which have a certain meaning, so that people can easily understand and read them. One form of writing is descriptive writing or descriptive text.

Text is words written in books or magazines, not pictures (Miller, 2009). Descriptive text is a text that describes a description of a person, thing or place to describe or express it (Reszy & Yuli, 2013). According to (Terwilliger, 1987) descriptive text is used to describe a particular person or object by conveying to the reader how it looks, sounds, smells or tastes. Broadly speaking, a descriptive text is a text that contains descriptions of people, objects, animals, plants, certain places through their exterior, characteristics, qualities, and so on, using the simple present tense.

Writing skill is one of the urgent skill how the students can improve the capability to be able to do the correct writing composition. Writing skill is considered quite easy to do if it compare with the other skills, because students have the opportunity to revise the writing if there is a mistake. Based on the explanation above the researcher would like to carry out an investigation to increase students' vocabulary for writing skill by crossword puzzle game of SMP Negeri 2 Sukodono.

Literature Review

The first previous article of Rona Estonia Hartani argued that the use of crossword puzzle was effective for vocabulary mastery in the eighth grade students of SMPN 5 Kediri. The second article of Irma Dwijayanti Yuliandari,et.al stated that The effect of using crossword puzzle was useful for vocabulary achievement of the eight grade students at SMPN 6 Bondowoso. The third article of Jaya said that increasing student vocabulary by using crossword puzzle was effective in eight grade students of SMPN 1 Galang.

All the articles said that crossword puzzle was effective game in teaching and learning process in eight grade students. It was signed that the student's mastery in vocabulary, students' vocabulary increase and great vocabulary achievement have already proved.

The gap from previous study

There is a gap between the researcher and the previous researchers. The gap is the researchers did the observation in the eighth grade of junior high student, the recently researcher will observe for the seventh grade of junior high students. Is the crossword puzzle game still become effective game to increase students' vocabulary in the seventh grade?

Statement of problem

Based on the gap above the researcher will observe, the problem of the researcher Is the crossword puzzle game can increase the students' vocabulary of SMPN 2 Sukodono?, How the crossword puzzle game can increase the students' vocabulary of SMPN 2 Sukodono?

Research Method

Based on the background above, the researchers conclude the formulation of the problem, including: Will using the Crossword Puzzles Game upgrade the vocabularies of class 7C students of SMPN 2 Sukodono?

The purpose of this research has objectives, among others: (1) Explain whether using the Crossword Puzzles Game will upgrade the vocabularies of class 7C students of SMPN 2 Sukodono. (2) Describe how the Crossword Puzzles Game can upgrade the vocabularies of class 7C students of SMPN 2 Sukodono.

The design of this research will be divided into pre-experimental research. It is specifically pre-test and post-test design. This experimental research is observed that was carried to research the effect one variable and another variable. This research has two variables, they are depended variable, and it is students' vocabulary. The independent variable is Crossword Puzzle Game. This research uses a pre-experimental research design. It is VII-C class students of SMPN 2 Sukodono. This research conducts when the students study to make a kind of writing descriptive text.

Conducting Pre-test, This step, the researcher gives the students pre-test for knowing the students' vocabulary before they are taught using the crossword puzzle game. Here the researcher will give test and use multiple choice about vocabulary based on texts. The researcher will get the mean of Pre-test score. Giving Treatment, This step, the researcher teaches and uses crossword puzzle game. The researcher makes some questions and clues based on text for available crossword puzzle game. The students should fill boxes or squares in crossword puzzle. Here the researcher gives vocabularies and knowledge for increasing the students' vocabulary. Conducting Post-Test, This step, the researcher gives Post-test to the students. Post-test is given for the students after the treatment have given to the students too. The researcher will also get the mean of Post-test. The purpose is to compare the mean between the students' Pre-test scores and post-test score.

Results and Discussion

Reasons for choosing problem solving using Crossword Puzzles Game is the basic idea also emerged when researchers carried out the teaching and learning process directly without using the media when describing objects for the first time. The writer found that there are many students who lack creative ideas in writing descriptive text this time. When the teaching and learning process is about descriptive text, the students' grades are not optimal, the completeness material in class is very minimal, namely only 19%. When viewed from the total of all students, there were only 8 students who understood the vocabularies correctly.

The presentation of the value of the Crossword Puzzles Game to grade 7C students explained that it greatly helped grade 7C students in enriching their vocabulary or vocabularies. With an increasingly rich vocabulary, it is also easier for them to compose and create sentence by sentence to form paragraphs which will become written text which is material for grade 7 in English, namely descriptive text.

The following diagram and table illustrates the successful use of the Crossword Puzzles Game during English learning during descriptive text material.

Diagram of Students' Ability Completeness in Crossword Puzzles Game
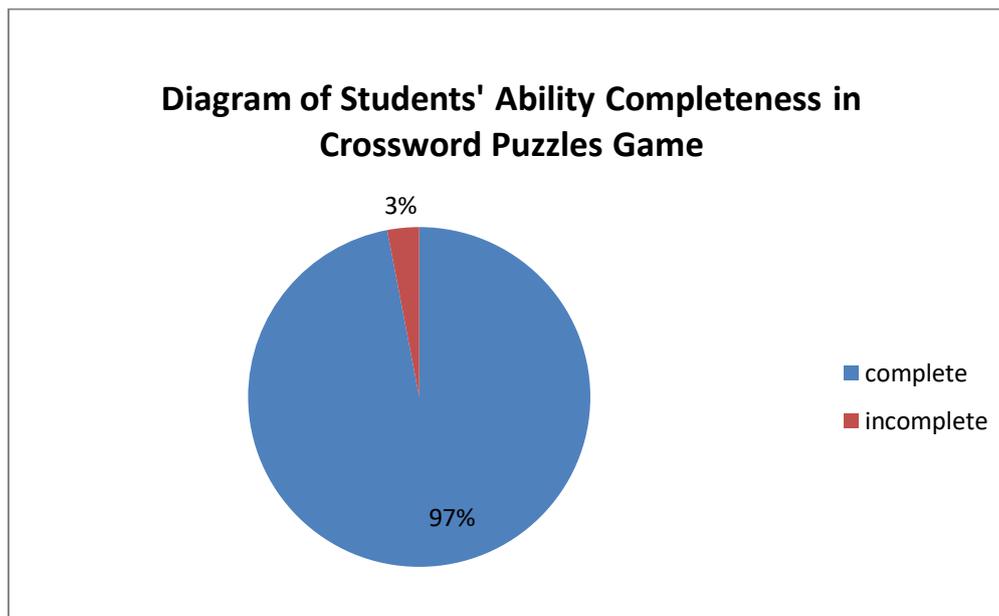
3%

97%

- complete
- incomplete

Diagram 3.1

The diagram above illustrates the pie chart in red, which is student incompleteness with a very small percentage of only 3%, namely the value of the Crossword Puzzles Game given to enrich vocabulary. While the blue color on the pie chart shows 97% of students' mastery in enriching vocabulary through the Crossword Puzzles Game.

The impact achieved after using crossword puzzles game in writing descriptive text is one of the skills that need to be honed in learning English, so it is necessary to use learning innovations using the Crossword Puzzles Game with a design that is very easy for anyone to do to make learning look fresher. The design of the learning innovation work used by researchers uses the Crossword Puzzles Game obtained from the Proprofs application and students can search for words in the Crossword Puzzles Game to make sentences in English, then the sentences are arranged into a paragraph and then become a text.

Students will find it easier to make sentences from the words found and it will also be easier to arrange to make a paragraph. The achievements obtained when using these learning media can be seen from the following indications: (1) Students' scores in writing descriptive text were better than not using Crossword Puzzles Game media. (2) Students are more enthusiastic and motivated in the teaching and learning process. (3) The growth of the character of self-confidence in students.

Figure 3.1
Students use dictionary for studying English process

Figure 3.2
Students use dictionary for studying English process

Figure 3.3
The students try to answer the questions in
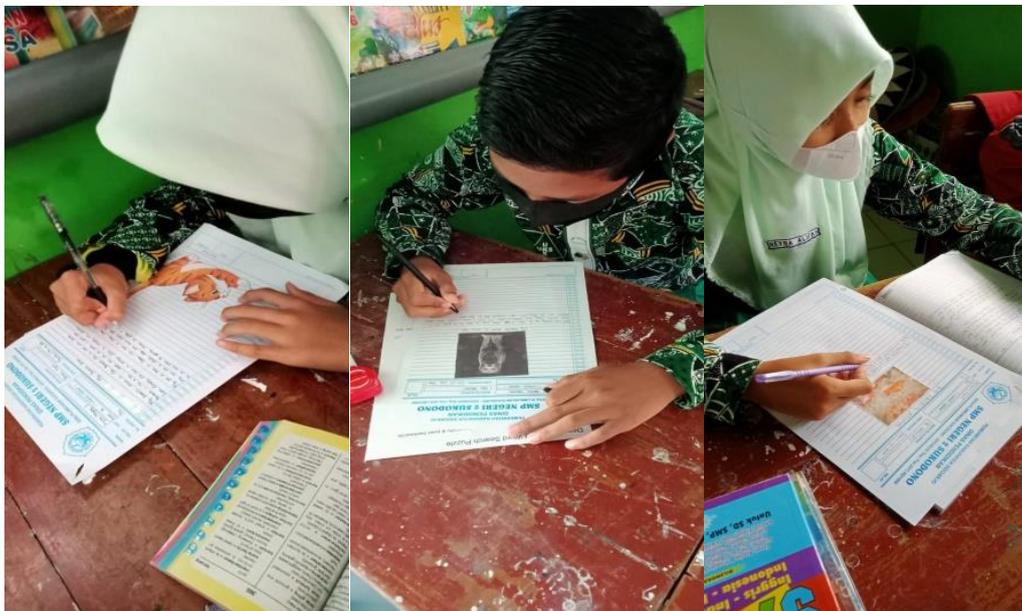*Crossword Puzzles Game*

Figure 3.4
The students try to write some sentences from *Crossword Puzzles Game*

In the attachment to the list of values in the table above, we can pay attention and observe that the value list table records the students' scores in writing descriptive text, some of which are above KKM 75 and some are below KKM 75, after using the Crossword Puzzles Game as a learning medium. The value of writing descriptive text for class 7C increased, only 4

students scored below KKM 75, or about 11% of students whose grades were less than KKM 75. Meanwhile, 89% had completed scores above KKM 75. There were 32 students who received score above KKM 75. The diagram can be depicted below.
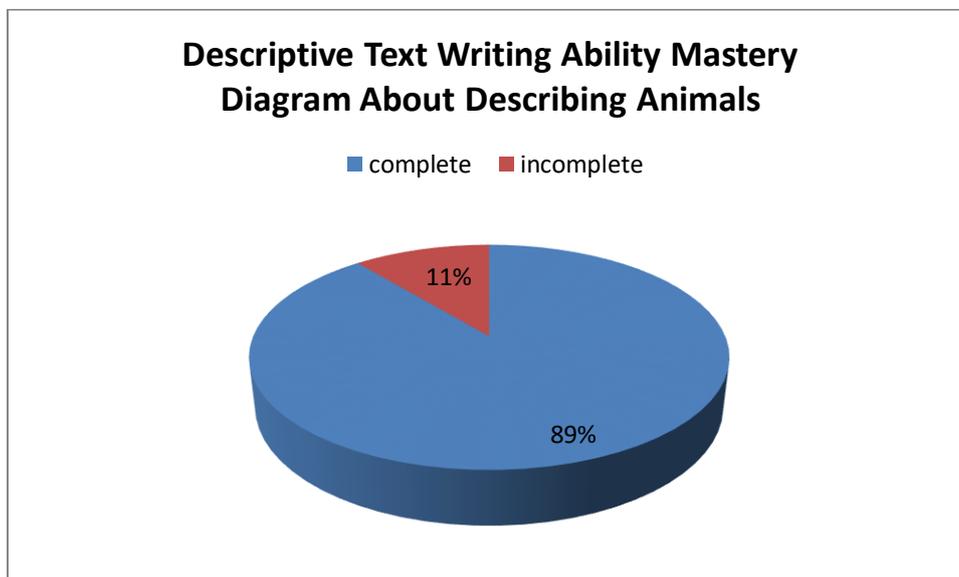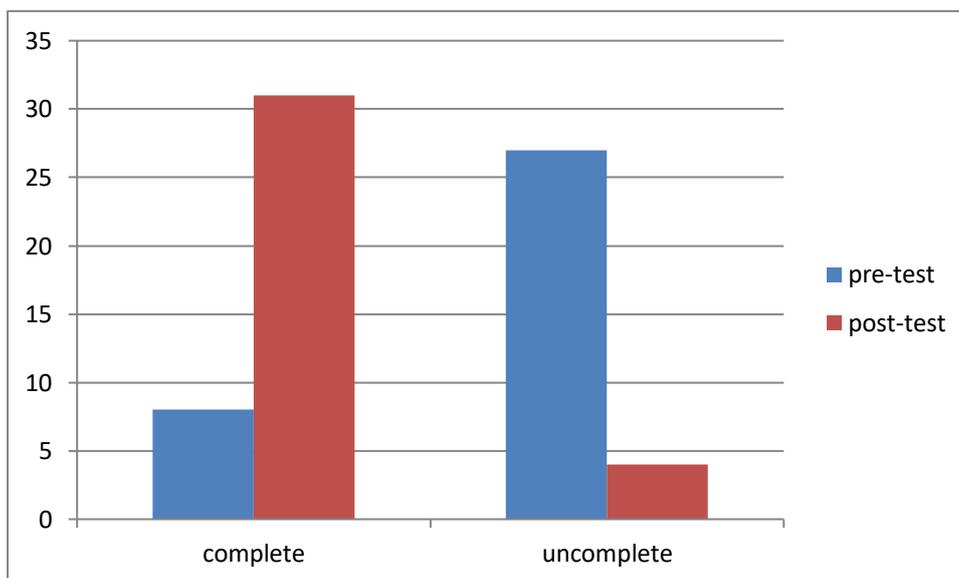

Diagram 3.2

Diagram 3.3

The diagram above shows the result of pre-test and post-test. Before using crossword puzzle game only 8 students had score more than 75 and 27 students had score under 75. After using crossword puzzle game it opposite with pre-test. The result of post-test, there were only 4 students the score under 75 and 31 students got score more than 75. The mean of pre-test was only 60. The mean of post-test was 77. Score 77 was more than score 75. The diagram above proves crossword puzzle game can use to upgrade the vocabulary of the 7C students in SMPN 2 Sukdono.

There were obstacles that faced in Using Crossword Puzzles Game. Using Crossword Puzzles Game is not smooth without obstacles. Obstacles that arise come from students who are less responsible. These obstacles include: (1) There are still some students who find it difficult

to find the words requested in the question. (2) It takes a long time to find and answer the question.

There were some supporting factors to overcome constraints. Here constraints as much as possible overcome and find a solution. The supporting factors for overcoming the above obstacles are: (1) the teacher must be a motivator and facilitator in the teaching and learning process. (2) There are some students who need to be assisted in searching for words in the Crossword Puzzles Game. (3) Invite discussion of what part is the cause of these obstacles arising.

There were alternative solutions for better results solutions to solving obstacles that occur in the teaching and learning process include: (1) Maximizing the use of dictionaries in word search and making sentences to become paragraphs and text. (2) Motivate maximally what and how students should do.

Conclusion

The use of the Crossword Puzzles Game that has been carried out based on the results of the treatment of students through their writing, the authors conclude that: (1) After implementing learning using the Crossword Puzzles Game students are more motivated to write using the Crossword Puzzles Game and are more enthusiastic about writing in descriptive text. (2) Students are more responsible in writing descriptive text because of the Crossword Puzzles Game innovation provided by the author. (3) Students are more enthusiastic about listening, carrying out the author's directions in the Crossword Puzzles Game innovation.

Crossword puzzle game can upgrade the vocabulary of the students of 7C SMPN 2 Sukodono.

Upgrading the ability to write descriptive text by using the Crossword Puzzles Game is the aim of using the innovative Crossword puzzles game, so that the positive impact is obtained by many students. Students are more motivated to write using the Crossword Puzzles Game and are more enthusiastic about learning. Students are more responsible in writing descriptive text because of the Crossword Puzzles Game innovation given by the researcher, students are more confident and better at writing descriptive text, students are more enthusiastic about listening, carrying out the researcher's directions in the Crossword Puzzles Game innovation.

By building self-confidence when writing descriptive text and also being motivated in writing descriptive text, the quality of students will increase so that it can be recommended: (1) The teacher can use the method by applying learning using the Crossword Puzzles Game when learning descriptive text. (2) Students apply the use of Crossword Puzzles Game to learning descriptive text. (3) Writers can develop and apply Crossword Puzzles Game by linking it with 21st century learning.

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