A Picture Guessing Game to Improve English Skill at Sdn Baruh 1

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	ABSTRACT
	One of the difficulties students often experience in learning English is reading and speaking. Reading and speaking are activities that occur every day both at school, at home or in public places. Students in Indonesia experience difficulties when understanding reading and speaking English, mainly due to a lack of practice, the small vocabulary they have, and the lack of knowledge about appropriate English reading comprehension strategies. To improve the English language skills of students at Baruh 1 Elementary School, namely in the form of a picture guessing game to improve English language skills at Baruh 1 Elementary School. The approach used in this study is a descriptive qualitative research approach. The results of this study can be concluded that 6 students were very receptive and able to use English, because previously they had taken English lessons outside of school. 2 students are still classified as moderate in using English, they still experience a little difficulty in learning English. but he can know a little vocabulary used in learning English. 2 students still do not accept to use English, because they are not fluent in reading and cannot even read, so they find it difficult to do learning, including learning English. One of the most important skills implemented through deployment is the guessing game. Researchers use games as a learning medium. The picture guessing game is an activity that makes us more relaxed and fun. Based on research results, the proportion of success is 75%. The English picture guessing game for SDN Baruh 1 students is suitable for use and needs to be developed by increasing the number of pictures and adding the number of other categories, so that it can increase vocabulary in English. with picture game media to improve English learning, students are more enthusiastic in learning English and can train students' vocabulary, how to speak, where students are more efficient and more confident.

Keywords: *A Picture Guessing Game, English Reading, Vocabulary* |

INTRODUCTION

English has become the main language as a means of communication between countries. The number of speakers is spread all over the world. It is no longer just a first or second language, English has even become one of the foreign languages that must be learned. In Indonesia, English has become the second foreign language studied after the first language, namely Indonesian (Leyerle, 2019; Olmstead, 2019). A foreign language is a language that originates from another country but is studied in one country and becomes a second language. Meanwhile, a second language is a language used after the first language which will become the common language used because it is often studied. Meanwhile, foreign languages are usually taught as a subject in school with the aim of basic communication. For the world of education, English in Indonesia is one of the most important subjects to learn. So that the International Standard Pilot School (RSBI) was developed (Guo dkk., 2024; Saxena dkk., 2023; Sorrentino & Spano, 2019). Despite the government's many efforts to carry out programs (RSBI) with the aim of making every student accustomed to using English in learning materials or communication, in fact there are still many students who experience difficulties in speaking English.

One of the most widespread and important languages in the world is English. Everything from international academic conferences to news reports and even popular music lyrics are all in English. Not only that, English is a language that is often used by the international community to be able to communicate properly ("2023 Alzheimer's Disease Facts and Figures," 2023; Islam dkk., 2019; Zhao dkk., 2019). Due to the development of increasingly sophisticated technology and the use of English, it encourages a person to adapt to the changes and developments that occur which require a person to be able to master English in order to operate this technology properly (Grüter dkk., 2021; Mehr dkk., 2020). There are so many languages in the world and because of this, there may be communication problems, it is important to have a language that most people know. The language is in English. Finally, English may not only be a language in the future, but a necessary language for now. For this reason, English is also very important in the world of education, in order to be able to study knowledge that is around the world and provide great opportunities to be able to compete internationally.

Teaching is growing and perfecting patterns of behavior, fostering habits and skills in adapting to changing circumstances, so teaching methods must be able to encourage the process of growth and perfecting patterns of behavior, fostering habits and developing skills to adapt (Ishaque dkk., 2019; Larson dkk., 2020; Lee, 2020). For this reason, the media is very necessary for learning for the continuity of the teaching and learning process. In the application of English day the learning media are in the form of audio, visual and audio visual because they can make the teaching and learning process more interactive, so that the quality of learning will be better. Innovation in the learning process through these media can help support English material to students effectively and efficiently. In this learning method, theory is taught in practice and what

material will be taught. Learning methods are important in teaching English because as one of the efforts to improve the quality of education in schools that directly and actively interact with students. The ability in question is the ability to teach by applying appropriate, effective and efficient learning methods. The most important thing in teaching and learning activities is the learning method as a tool to achieve learning goals.

Learning English is the most important thing in life in this digital era. In a developing country like Indonesia, English has a vital role in all aspects of life. In addition, it can be used to develop relations in international forums, to strengthen relations between nations and others. Seeing the important role of English in life, that's why English is very important to be understood and mastered by everyone around the world. Learning media is an "integral part of the learning system" (Freschet dkk., 2021; Pae, 2019; Sainath dkk., 2020). Image-based visual media can facilitate understanding of a subject matter that is very complicated or complex. Image media can provide an interesting elaboration of the structure or organization of something, so that it also strengthens memory. Image media can also foster student interest and clarify the relationship between the content of learning material and the real world. According to (Ouellet Dallaire dkk., 2019) In general, the benefits of media images are "facilitating the interaction between teachers and students so that learning activities are more affective and efficient". According to (Araque dkk., 2019; Grzybowski dkk., 2020) "the development of learning media is very important to do, both individually, jointly and or involving external parties because the availability of learning media in schools, tertiary institutions and educational institutions is still very limited". Through the use of image media, it is hoped that it can help teachers in delivering material in class. Picture illustrations are teaching tools that can attract students' learning interest effectively. This is because picture illustrations can help students read textbooks, especially in interpreting and remembering the contents of the accompanying text material.

A picture guessing game is a game that I use to help students learn English vocabulary more easily (Cano dkk., 2019; Wang dkk., 2021). This game is very easy to implement and makes learning more interesting and fun by using the learning while playing method. Generation Z nowadays generally likes something creative, practical and by using games, learning does not take place rigidly so that students do not just sit listening to their teacher. Learning can be carried out in a fun and full of learning engagement. Examples of its application are project-based learning, field studies and practice, and of course game-based learning.

The purpose SDN Baruh 1 which is located in Baruh Village, Sampang District, Sampang Regency, which is a formal educational institution under the auspices of the Service, which is on the outskirts of Sampang city. I see a number of things that need to be developed in order to make schools that produce the nation's next generation good and useful (Malakar dkk., 2020; V. & R., 2020). I chose SDN Baruh 1 as the place to do my research object. There are several facilities at the school, namely a library, classrooms, principal's room, 1 teacher's room, 2 bathrooms, namely 1 bathroom for

students and one bathroom for teachers. The condition of the school at SDN Baruh 1 is good, in terms of the building and the model. As for the completeness at SDN Baruh 1, there are still some things that are lacking, such as the library at SDN Baruh 1 which still has 1 room with a class which causes not conduciveness for students who want to read in the library. This is class due to the inadequate space available so that the library at SDN Baruh 1 is not comfortable for students because the library is located in the student.

Not only that, at SDN Baruh 1 at SDN Baruh 1 students are still lacking in interest in reading, such as difficulty in reading and recognizing letters. Among them are grades 2, 3 and 6. In grade 2 there are 2 students, in grade 3 there are 4 students, and in grade 6 there is 1 student. In learning English, at the school there are many students who have minimal knowledge of English lessons in terms of vocabulary and vocabulary. The researcher chooses the object at SDN Baruh 1 because the school is a formal institution under the auspices of the agency (Caravolas dkk., 2019; Compton-Lilly dkk., 2020; Parnell dkk., 2019). This school is seen in the eyes of the community as having its own characteristics, especially in the discipline section, meaning that SDN Baruh 1, in addition to applying discipline in learning, also applies discipline in time. The reason the researcher chose this research is because the school environment is very conducive and interested in knowing the academic side because it is very influential for student development, even though the school is in a village, the school is also trying to develop so that it can compete with other elite schools.

The main problem at school that made me very interested in doing research was that the students there had very little enjoyment in learning English, especially in English class. This happened in grades 5 and 6, so I had to find something interesting that could make students interested and enthusiastic about learning English. How to implement the picture guessing game as a learning medium, especially in learning English?. Learning The benefits of this research for teachers are that it can make learning English more fun and can provide an attraction so that students like learning English and improve teacher skills with interesting teaching methods so as to make teachers professional in carrying out teaching and learning activities (Akbar dkk., 2021; Chang dkk., 2019; Furenes dkk., 2021). The benefits of this research for students are increasing students' knowledge and interest in learning English and improving students' skills in learning English. In addition, the benefits for researchers are adding methods, and can add experience and learning in increasing fun learning.

From the explanation above it is evident that the quality of the students' English at SDN Baruh 1 is still low, especially in terms of reading and writing. Even though students have actually studied English. Therefore the research has a solution to improve the English language skills of Baruh 1 Elementary School students, namely in the form of a picture guessing game to improve english skill at SDN Baruh 1.

RESEARCH METHODOLOGY

1. **Research Design**

   Qualitative research is research that intends to understand the phenomenon of what is experienced by research subjects. For example, behavior, perception, motivation, action and others holistically and by means of descriptions in the form of words and language in a special natural context by utilizing various natural methods. (Iwan Hermawan, 2019: 101).

   Thus researchers can know directly the phenomena that occur in the field and describe it. So that in carrying out the writing stage by elaborating matters related to Learn vocabulary using a picture guessing game to improve English reading comprehension at SDN Baruh 1.

2. **Research Scope Or Objective**

   This research will be conducted at SDN Baruh 1 which is a school located on the outskirts of Sampang. And under the education office, this school is located on Jalan Baruh Sampang. The choice of location for this study was balanced by the need for SDN Baruh 1 Sampang to increase students' vocabulary. The implementation of this service lasted for 1 month which was divided into 4 meetings. In this case, there were 10 grade 5 students who took part in this service. They are all 5th grade students at SDN Baruh 1. The method applied in this service is a learning method using picture games using the guessing technique in the mobile application explaining the stages in understanding vocabulary to improve students' vocabulary skills and then students practice learning with those models.

3. **Research Setting**

   The class atmosphere at SDN Baruh 1 especially in the class that I will observe is quite conducive, but as far as I can observe, I found students who still cannot speak English. They also cannot speak English vocabulary well, and they are also not enthusiastic when learning English, feeling bored because they think English lessons are difficult and foreign subjects for them.

4. **Research Tools and Primary Data**

   In collecting this data, researchers conducted research at SDN Baruh 1 by means of interviews, observation and documentation. In observing this study, the researcher only reviewed vocabulary learning in grade 5 with the English teacher, then the researcher used interviews to collect information or data. to English students or teachers by developing the current situation. Researchers also use documentation such as videos and pictures as suggestions to support observations.

5. **Technique of Data collection**

   The technique used by researchers in this study namely:
   a) Observation

Observation is an effort made by someone to observe the object under study. These observations are by looking at how the developments and shortcomings of the object under study are based on the facts and realities that occur. (Sugiono, 2018:106). In this case the researcher directly observed the class for 2 months to assess students' English skills.

b) interview

An interview is a meeting of two people to exchange information and ideas through question and answer on a particular topic. (Sugiono, 2018:114). In this case, the researcher interviewed directly with the principal and English teacher to explore information related to students' English skills.

c) Documentation

Documentation is a record of past events. The document can be in the form of writing, pictures, or monomental works of a person. (Sugiono, 2018: 124). In this case the researchers took documentation related to the results of research in the field.

6. **Techique Of Data Analysis**

Researchers conducted data analysis when the teaching and learning process was completed. Data analysis was carried out by researchers. The analysis activities carried out are evaluating the weaknesses and strengths of the learning process, the time effectiveness of each activity step, the suitability of using evaluation tools, evaluating the process and the results of the evaluation. Activities carried out in data analysis and reflection are reviewing and considering the results obtained from observations so that revisions can be made to the subsequent learning process to improve the implementation of actions in subsequent learning. In other words, the shortcomings of the results of observations during the process from the beginning to the end of learning are used to determine learning the next day. The deficiencies in question are the results of observation and monitoring that have not been maximized which causes English skills to be not as competent as expected. study with the title "a picture guessing game to improve English Skill at SDN Baruh 1".

RESULT AND DISCUSSION

In this section, the researcher will focus more on discussing answers to the problems experienced by students at SDN Baruh 1, Sampang District, regarding English learning which will be carried out through several discussions:

1. **FINDING**

In this section the researcher will discuss about students who like to accept, are, and do not accept learning English by using game applications as a medium for learning English at SDN Baruh 1.

The following is data on students who like to accept, moderate, and do not accept:

NO	STUDENTS	STUDENTS RESPONSE		
		ACCEPT	MEDIUM	DON'T ACCEPT
1.	Aziz	✓		
2.	Akbar Firmansyah		✓	
3.	Adil Sulhi	✓		
4.	Mustofa Amar		✓	
5.	Fahrul Khoiri Waro			✓
6.	Adelya Anggrainie	✓		
7.	Ariska			✓
8.	Novi Amelia Putri	✓		
9.	Fitriyatus Solehah	✓		
10.	Maulidatus Zahra	✓		

2. **DISCUSSION**

NO	STUDENTS	STUDENTS RESPONSE			Response
		ACCEPT	MEDIUM	DON'T ACCEPT	
1.	Aziz	✓			The student has taken English lessons before
2.	Akbar Firmansyah		✓		There are still some vocabulary word that he does not know and some student think thatthis

No.	Name				Reason
					is due to previous online learning factors
3.	Adil Sulhi	✓			The student has taken English lessons before
4.	Mustofa Amar		✓		There are still some vocabulary word that he does not know and some student think thatthis is due to previous online learning factors
5.	Fahrul Khoiri Waro			✓	Because he still couldn't read, he found difficult in learning English.
6.	Adelya Anggrainie	✓			The student has taken English lessons before
7.	Ariska			✓	Because he still couldn't read, he found difficult in learning English.
8.	Novi Amelia Putri	✓			The student has taken English lessons before
9.	Fitriyatus Solehah	✓			The student has taken English lessons before
10.	Maulidatus Zahra	✓			The student has taken English lessons before

In the application of the picture guessing game as a medium in improving English skills at SDN Baruh 1 there are several causes of failure and success experienced by some students. Which of the 10 students has several reasons, including:

1. The 6 students namely: **Maulidatus Zahra, Fitriyatus Solehah, Novi Amelia Putri, Adelya Anggrainie, Adil Sulhi, and Aziz**, were very receptive and able to use English, because previously they had taken English lessons outside of school and The student has taken English lessons before.

2. **Mustofa Amar and Akbar Firmansyah** Students are still classified as moderate in using English, they still experience a little difficulty in learning English. but he can know a little vocabulary used in learning English and Because the student likes the game, event though he is not very fluent in English, he always tries and asks questions relate to English.

3. **Fahrul Khoiri Waro and Ariska** Students still do not accept to use English, because they are not fluent in reading and cannot even read, so they find it difficult to do learning, including learning English and Because he still couldn't read, he found difficult in learning English.

Thus in the implementation of research that took place at SDN Baruh 1 Sampang. With the implementation of learning English using the picture guessing game as an English learning medium, it can be concluded that the use of this media as a tool in learning English is quite efficient and successful, because it has been able to improve students' English skills, both in terms of learning knowledge and skills. in English.

CONCLUSION

English is a medium of communication that is used internationally. English is the most preferred language of communication for interaction in all fields. English has several skills to learn. One of the most important skills applied by application is the guessing game. Researchers use games as learning media. The picture guessing game is an activity that makes us more relaxed and fun. Based on the results of the study, the proportion of success was 75%. The English picture guessing game for students at SDN Baruh 1 is feasible to use and needs to be developed by increasing the number of pictures and adding the number of other categories, so that it can increase vocabulary in English. with picture game media to improve learning English, students are more enthusiastic in learning English and can train students' vocabulary, how to speak, where students are more efficient and more confident.

In this study, we can conclude that learning English is very easy learning. We can see that in this research. which means the implementation of the guessing game, the students were more enthusiastic and more active when the researcher gave the material using the picture guessing game, they were more confident in improving their speaking skills and having conversations in English. However, many factors prevent students from speaking English. One of them is a conversation that lacks confidence.

ACKNOWLEDGEMENT

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