

DESIGNING ALVO GAME FOR ELEMENTARY SCHOOL STUDENTS

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Abstract: *The purpose of this study was to make Alvo Game for elementary school students. This study classified into descriptive method in which only to describe the processes how to design the product. There were several processes in designing the product such as; designing plywood of alvo game, designing several pictures, and designing alphabet cards. The result of this study was a set of Alvo Game consists of plywood in which that there are 29 double of alphabet and 30 pictures. The evaluation showed that it was suitable for elementary school students. By using this game, the students can learn vocabulary in a more interesting and attractive way.*

Keyword: *Alvo Game, Vocabulary, Elementary School Students.*

INTRODUCTION

There are several skills in learning English such as listening, speaking, reading and writing. In learning English, students are expected to be able to master all language skills of English to communicate. Besides, to communicate there are other components that the students must be able to acquire and understand English subject namely grammar, pronunciation, and vocabulary.

Vocabulary is a very important aspect for students in language skills. The more vocabulary that the students have, the more skilled they will be in language. In this case the vocabulary can increase the growth of writing, speaking, reading and listening. Vocabulary is a component that contains all information relating to the use of words in the language.

Based on writer's observation in elementary school, learning in general is

still monotonous. Teachers are less creative in delivering lesson material so lessons are less interesting for students, as well as in language development lessons especially in improving the ability of English vocabulary that still looks stiff, because learning English is considered difficult and unpleasant. In passing the learning activities rarely the teachers use methods and provide media that appeal to students, so the student's looks bored and the ability of English vocabulary less than optimal.

There are many ways in learning the vocabulary that will help the students understand it. One way to learn vocabulary is through the game. When students learn to play games, it will make them understand quickly. Games are an important way of developing the brain, increasing concentration and solving problems. One game is alvo game. Alvo game is a game that can be played by two people or more. This can help students remember and add vocabulary because this game is to get new vocabulary and more. Based on explanation above, this study tries to design a game called, alvo game that has an alphabet letter for guessing

images like animals, objects, and classrooms.

REVIEW OF RELATED LITERATURE

Related Theory

The Nature of Vocabulary

Vocabulary is list of words in English which are usually arranged in sequence. It is one difficult part in learning English because a lot of children do not have many vocabularies. In learning English it was very important because before we are able to speak, write, and listen the children should be know a lot of vocabularies. It was reason why we have to know vocabulary first when we are speaking, writing, listening and reading.

According to Keraf (2009), vocabulary is an element of language that has an important role in the development of language skills that include speaking, listening, reading and writing which is the embodiment of the unity of feelings and thoughts that can be used in its use. From the definitions above, it can be concluded that vocabulary refers to all words of the language.

In short, vocabulary is a basic tool that someone who will learn the language because the vocabulary serves to form a sentence, expressing the contents of thoughts and feelings perfectly, both orally and in writing. Without a good understanding in learning vocabulary cannot communicate with other people or strangers as well. Based on theory above, it can be concluded that vocabulary is a basic skill for language learners.

The Nature of Game

According to Hans (2009), a games is an essential part of a child's life and the games are an integral part of the process of forming the child's personality. Then, Ismail (2009) says that the game has two senses. First, the game is a pure play activity seeking satisfaction without seeking win or loses. Second, the game is defined as play activities undertaken in order to find fun and satisfaction, but marked a win-lose quest.

From the definition above, the game is the activity undertaken by some children to find a secret that can make the child's personality process and help

children achieve physical development, intellectual, social, moral and emotional.

Related Study

There were several related studies taken from different sources. First, a research done by Umami (2014) University of Muhammadiyah Surakarta entitled The efforts to improve ability of English language vocabulary children through the media images in group B in YK dharma women Bandung Wonosero, Boyolali . The purpose of this research is to know the improvement of vocabulary ability English children using the media images.

Second, Wahyuningsih (2016) that did a study improving. The Effort to improve the ability to recognize the English language vocabulary through the use of flannel board media in children group B2 in kindergarten ABA Ambarbinangun Kasian Bantul.

The purpose of this research is improving the ability of English vocabulary through the use of flannel board media in kindergarten children. The results showed that the ability to recognize English Vocabulary can be improved through the use of Flannel

Board media in group B2 in ABA in kindergarten Ambarbinangun.

Third, Ernawati (2014) conducted a study entitled efforts to increase the English work through the flash card media by children of group at kindergarten Pertiwi Bijiharjo Manyaran Wonogiri. The purpose of this improving the vocabulary of English through flash card media in children group B TK Pertiwi.

From the definition above, it can be concluded that vocabulary is the whole word or vocabulary or term that refers to certain concepts owned by a child in an environment.

Related Product

Game guess image is a light brain teaser, a collection of images arranged in such a way that it can lead to a new vocabulary adapted from everyday terms, funny expressions, or in the form of current issues and events. This game is very creative and unique in testing our brain to be able to find answers to every problem presented.



Source: <http://tiapoparea.imagewordpress.cm>

Figure.2.1 Game Guess Image

Nowadays, also game can be modified as media in learning. In addition also game is pretty much interested children, can be found as a solution in learning the imagination so that the game can be served also game media in learning vocabulary. This game using plywood that it is used for the letters in learning, helping brain stimulation and thought processes to create long and complicated scenarios as part of their creativity development in learning English for finding solutions to add vocabulary.

Game guess image is played for two or four people who accumulate points based on the value of a word. In addition, it is to arrange alphabet to be word and game also have known by community. Now, scrabble can be used as media for learning that it is can help children to improve English. The picture can be seen.

METHODOLOGY OF STUDY

Method of the Study

The method of the study was descriptive study. According to

Sugiyono (2005) the descriptive method is a method used to describe or analyze the results of the study but not used to make broader conclusions. Meanwhile, according to Sukmadinata (2006), descriptive research is a form of research aimed to describe the phenomena that exist, whether a natural phenomenon or man-made phenomenon.

Based on explanation above, it can be concluded that this study aims to describe the process of the making or designing Alvo Game for Elementary School Students.

Equipment and Material

Equipment

There were several equipment used for this study was:

1. Hardware

a. Laptop

Laptop was very important for this study because it was used to find the data sources and design the game.

b. Printer

Printer was used to print the results of the designs that created in personal computer.

c. Laminating

It was used to laminate the image on paper.

2. Software

a. Microsoft Excel

Microsoft Excel was used to create bar charts, line charts and processing of making design.

b. Microsoft Word 2007

Microsoft word was important to type data and processing of making design.

Materials

The materials used to make products were:

a. Plywood

It was used to make and place or the pedestal of the alvo game and order of alphabet letters that were played in this game.

b. Saw

Saw was used to make alphabet letters of wood.

c. Paint

Paint was used to color the plywood for place or pedestal of the alvo game and alphabet.

d. Paper

Paper was used to place images of animals, objects, and classrooms

that were also important in the game to determine the vocabulary.

Procedure of the Study

Data Collection Technique

1. Literature study

The data for this study were retrieved and collected from several resources. For the model of the game, it was referred to the previous models which existed in several websites, oxford dictionary and journal then it was modified based on the need of this study.

Product Design

There were several designs of the products which are described as follow;

1. The plywood

The plywood used for this game was 75x75cm. The plywood was given a box and measuring 10x10 to place the letter A to Z. The plywood was colored blue, red, and white. Then, the box for vocabulary in size 35 x 35 cm using Microsoft Excel application.

2. The plywood alphabet letters

The plywood alphabet letters to be used were made using a saw. The size of the letter plywood was 4, 5x

4, 5. The plywood letters were arranged according to the box provided. The alphabet letter consists of 29 letters. There were 4 different colors of each letter. They were: red, yellow, blue, and black.

3. Drawing box

The drawing box is divided into 3. The first box to place the animal image, the second box for objects, the third box of class tools.

4. Material of the Game

RESULT AND DISCUSSION

Process of Making Alvo Game

There are several processes done in making the Alvo Game. The complete processes were explained as follows:

Collecting Data and Providing Material

The contents of this card were picture about animals, objects and classroom. Collecting the picture related to the product was done by searching in the internet. The materials used in making alvo game, plywood, saws, paint, and glue.

After the process of collecting and delivering material for the drawing

was been completed, the next thing to do was gathering the materials for the next media. The game model refers to the image.

Designing Plywood of Alvo Game

After collecting data and providing materials were finished, the next process was designing plywood. This study used Microsoft Excel. The process can be seen below:

Firstly, drawing square in size 75 x 75 cm and rectangles in size 10x10 by using application Microsoft Excel to make rectangular of the alvo game. Then, creating the three-dimensional box to place the image in size 15x15 cm and the box for vocabulary in size 35 x 35 cm using Microsoft Excel application. After that, giving the color for base of plywood, red and blue for line. Finally, painting the plywood using oil paint.

Designing pictures

Designing the images was done by searching the image and editing using Microsoft Word application. The design can be seen:

The first step was opening Microsoft Word application. Then, taking the image by clicking open. After

taking images, printing the images and cutting the images.

After printing the image, next step was laminating. After it was done, cutting and placing the image on the box.

Designing Alphabet Letter

The alphabet letters were created to guess the picture. The design for the alphabet letters was as followed:

The first process was making the letters by using plywood rectangular. Then, creating an alphabet for the Alvo Game by using a saw. Finally, coloring the alphabet letters.

Result of the Study

The result of this study was a set of Alvo Game as a medium of learning English, especially in the form of vocabulary. The game consists of 30 pictures, plywood as a place, and alphabet letter to guess the image.

Alvo Game

The result of this study was a set of vocabulary game by arranging the alphabet as a medium for learning English vocabulary. This game can help students in adding vocabulary.



Figure 4.13
The Images Game

The images were divided into three, animals, objects, and classrooms. Every image of animals, objects, and classrooms has a separate place.

Alphabet Letters Plywood

The alphabet letter consists of 29 letters. The alphabet letter has various colors, blue, yellow, red, and black.

The Rules of Alvo Game

These are the rules of playing Alvo Games:

1. Each player is given instructions how to play.
2. The first player is the determined by “Hommpimpa”
3. The first player chooses one of the images between the animal, the object, and the classroom.
4. The player needs to guess the vocabulary in correct vocabulary form based on the picture.
5. If the player cannot arrange correct vocabulary in one minute,

the player is changed with another. If the player works in group, friends in a group can continue first player game.

6. The jury counts how many correct vocabulary arranged by each player.
7. If the total of scores is the same, then the game is continued to the next round.
8. The images will be collected.
9. The player who gets highest score will be the winner and who loses in the final game will be punished by the winner such as singing a song, dancing and etcetera.

Evaluation

There were several evaluators to evaluation this product. There were teachers and lecturer. Evaluation between teacher and lecturer was done separately.

Lecturer

According to Rionaldi, M.Pd, the name “Alvo Game” was good. It can help elementary school students to learn vocabulary enjoyably.

Business English Teacher

There were some opinions and suggestions from the teacher. The

opinion from this game was good and interesting. Furthermore, it can help them to improve and add more vocabulary. The weakness was this game used capital letter. Therefore, it was suggested to add lowercase alphabets.

Business English Teacher

The students of fourth Semester of Business English Study Program said that this game was good and interesting. Furthermore, it can help them to improve and add more vocabulary. The weakness was about the rules and the color of pieces were not clear enough so that they were confused to differ them. In addition, the writer who wrote the score was not from other player. Besides, the suggestion was to change or fix the color.

Problems

There were several problems faced during process of making plywood vocabulary game:

1. The making of alphabet letters

The making of alphabet letters was using saw because it was made of plywood. Therefore, the writer needs a carpenter to make the alphabet letters.

2. Coloring the alphabet letters was also a problem in the process of making this product. Therefore, it took a long time and needed patience in painting.

CONCLUSION AND SUGGESTION

Conclusion

There were several processes to make this product started from collecting materials, plywood, designing Alvo Game and picture on the plywood box. Materials and images collected from the internet and books such as plywood design model taken from the internet. The making of Avo Game was using saw. It started from Alvo Game, and alphabet letter using the saw. After that, printing the image and laminating.

Firstly, the result of this study was a collection of Alvo Game consists of plywood, alphabet, images of animals, objects, classroom and emblem Politeknik Negeri Bengkalis. The plywood for this game was 75x75 cm. rectangle to place the image measuring 10x10 cm to place the letters A through Z. The plywood to place 3 the image was divided in size 15 x 15 cm. The first

box to place the animal image, the second box for objects, the third box of class tools.

Secondly, there are some rules of playing Alvo Game that are rules for two players or rules for groups. First, the player is determined by "hompimpa". Then, the player chooses one of the images between the animal, the object, and the classroom. Next, the player needs to guess the vocabulary in correct vocabulary form based on the picture. If the player cannot arrange correct vocabulary in one minute, the player is changed with another. If the player works in group, friends in a group can continue first player game. Meanwhile, the jury counts how many correct vocabulary arranged by each player. Next, if the totals of scores are the same, then the game is continued to the next round. The images will be collected; the highest score will be the winner and who loss will be punished by the winner such as singing a song, dancing and etcetera.

The problems faced during the processes of product were making Alvo Game. The writer needed places of wood casting to make alphabet letter.

Another problem was coloring the alphabet letters because it took a long time and needed patience in painting.

Suggestions

There are several suggestions for this final project. The suggestion can be seen as follows:

Suggestions for Teacher

There are several suggestions for teacher as follows:

1. The teacher has to use learning media in learning process so that the process will be more interesting.
2. The teacher has to make the students more active in learning process. Therefore, the teacher could be used game to help them to encourage students and motivate them.

Suggestions for students

There are several suggestions for students as follows:

1. The students have to learn by using game in order to the students will not be bored, sleepy and the process of learning will not be monotonous.
2. By using game the students can learn easy vocabulary in outside or inside of class in order to improve their vocabulary ability with their

friends. They more active and more word their knowledge about vocabulary.

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