

The Influence of Guess Word Game Media on Mastery of Mufrodat Arabic

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Abstract: For researchers to use media that can foster enthusiasm and understanding in learning mufrodat mastery, namely by using the media of guessing games. The data collection techniques in this study were interviews, observations, dokumentstion, test, and questionnaires. The result of this study are: the application of the word guessing game media to mastery of Arabic mufrodat has a positive impact, namely it can increase students enthusiasm and active role in learning, so that this learning media is suiteble to be implementen in learning Arabic, especially mastery of mufrodat, based on calculation result, the result is 1.078. and $d.b = N-1 \ 23-1=22$. The T test table using *one grup desaign* refers to a significant number level of 0,05, namely 1,7171 at a level of 0,05%. Threfore the research shows that there is a significant influence of the influence of the word guessing game media on students Arabic mufrodat mastery.

Keywords : *Word Guess Media, Mufrodat Mastery, Arabic*

Introduction

At the beginning of its growth and development, Arabic was nothing more than the language of the Bedouins who lived in the interior of Arabia. They are residents who don't know much about civilization, so they live from all things to other surrounding areas. However, since the arrival of Islam with its holy book Al-Qur'an which is in Arabic, the development of the Arabic language has also developed rapidly. Iskam is getting bigger all over the world, of course the entire Arabian Peninsula as well as areas in Southeast and South Asia and some European Regions.

Language is a very important thing in human life. Because, that's the language that humans can communicate and convey all the ideas and contents of his mind. There are various language foods. Depending on the perspective that gives meaning to the language and the motives for the goals to be achieved.

Language is a reality that grows and develops in accordance with the growth and development of humans who use that language, the reality of language in this life all adds to the strength of human existence as cultural and religious beings, which is shown, among other things, by the ability to produce

great works in the form of science, technology and art that are not regardless of the roles of the language used.

Language according to researchers is a tool to express all human feelings and thoughts. Language is also understood as a means of communication or connecting someone or being able to understand what other people want and what they need. This Arabic subject is one of the subjects that students consider difficult, boring and boring. However, this can be turned by an Arabic teacher into an easy, fun and not boring lesson.

Arabic is the ritual language of worship as a unifying tool for Muslims throughout the world and as a medium for the Qur'an in conveying divine messages, both Muslim and Western observers regard it as a language that has an incomparable standard of height and beauty.

The game is always purely reactionary, but also educational. The easiest proof of this is that it is used in pre-schools, for example in kindergartens or play groups. In their pre-school education, apart from getting joy from games, children also gain a number of learning experiences about attitudes, motor knowledge, shapes and colors, language, and others.

Likewise with learning vocabulary (*al-mufrodat*). Vocabulary is one of the elements of a foreign language including Arabic. The difference in scanning Arabic vocabulary can support a person in communicating and writing in that language.

Thus, it can be said that writing is language proficiency which must be supported by knowledge and mastery of vocabulary that is productive, productive and actual. The addition of one's vocabulary is generally considered an important part, both of the language learning process or of developing one's abilities, in a language that is already mastered. Students are often taught new words as part of it and many adults find vocabulary formation an interesting and educative activity.

Learning a language cannot be separated from what is called *mufrodat* learning, where language learning itself, despite the many differences of opinion about the meaning of language and the purpose of teaching, all still agree that *mufrodat* learning plays an important role in supporting the success of language skills.

Educational experts recognize the need to use games as a medium as a teaching and learning technique. In playing, someone feels seen and called upon to overcome difficulties and solve problems. This shows that with games, a student can play while learning, or conversely can learn while playing.

Games are also one of the aspects that can be used in teaching Arabic, especially in teaching vocabulary, you can also use a game. According to Hidayat and Tatang, there are several thoughts that underlie the need to use games in the teaching and learning process, namely being able to eliminate boredom and provide challenges to solve problems in a happy atmosphere and encourage teachers to always be active and always be creative. It turns out that the charades game is a game that uses riddle cards that are effective and efficient for teaching *mufrodat* in Arabic to students

The word guessing game is a game that uses riddle cards that are paired with riddle answer cards.

The word guessing game is carried out with the correct answer card. Guess the word is a game that conditions students to use nouns and adverbs in realistic situations. One way that can be used is to use the charades method, which invites students to study actively and aims for students to have a spirit of independence in learning and foster creativity to be able to make innovations.

Meanwhile, vocabulary or in Arabic is called mufrodat in English. Vocabulary is a set of words that are known by a person or other entity that are part of a particular language. existing vocabulary that is part of a particular language. existing vocabulary is defined as the set of all words that the person understands and is likely to be used to construct new sentences. Vocabulary is one of the three language elements that is very important to master. This vocabulary is used in spoken and written language, and is one of the tools for developing one's Arabic language skills.

Meanwhile, according to the researcher, vocabulary (mufrodat) is one of the many activities to improve Arabic and English skills in Islamic boarding schools. This activity aims to increase Arabic and English vocabulary which will make it easier and expedite for students to use Arabic or English in their daily lives.

The researcher chose to apply a word guessing game so that children are interested in learning, this word guessing game can also expand and add Arabic vocabulary to students. Using word guessing games can encourage students to be enthusiastic in learning language and make it easier for students to master Arabic vocabulary, and students are indirectly required to be active in guessing words that have been described by the teacher or students. The reason the researcher chose the word guessing game is because it can develop children's communication skills such as: increasing self-confidence, increasing children's memory, increasing children's interaction and cooperation.

Therefore the researcher chose to apply the word guessing game to increase Arabic vocabulary mastery which aims to overcome difficulties and solve problems in memorizing Arabic vocabulary. And also can motivate students to be more interested or earnest in learning Arabic to develop the language they have. Based on the problems above, the researcher tries to reveal these problems through research by raising the research title "The Influence of Guessing Game Media on Mastery of Mufrodat Arabic".

Methodology

The method used in this research is a quantitative research method. Quantitative research is research that requires a lot of data with numbers. This is according to Arikunto Suharsimi's statement "as the name implies, many are required to use numbers, starting from the collection and the results. With this understanding, it will be concluded that research will be better if it is also accompanied by tables, graphs, charts, pictures or other displays. Apart from data in the form of numbers, in quantitative research there is also data with quantitative information. With this description, there is no clear line between quantitative research and research that is reviewed only from the use of numbers.

This Quantitative Research is experimental in nature, that is by deliberately seeking the emergence of variables and then controlling them to see the effect of the application of the word guessing game media on the mastery of mufrodat Arabic. The purpose of this study was to find out between variable X media charades and variable Y on mastery of the Arabic language. This study aims to determine the relationship between the effect of the pre-test and post-test. In this study, two variables are discussed consisting of independent variables and related variables: the independent variable is the pre-test (O1) and the related variable is the post-test (O2). In identifying the research variables, this research uses 2 research variables, namely: Independent variable: Media charades and related variables: Mufrodat Arabic.

Experimental research is one method that requires the strongest requirements, in order to achieve research objectives, especially to determine causal-effect relationships. The experimental design used by the researchers was a one-group pretest-posttest design, thus the results of the treatment could be known more accurately, because they could be compared with conditions before being given treatment. The relationship between variables can be described as follows.

$$O_1 X O_2$$

Information:

O1: pretest value (before being given treatment)

X: treatment (treatment)

O2: posttest value (after being given treatment)

This experimental procedure is carried out with the following steps:

1. Stages of preparation:

- a. Research Planning
- b. Literature study
- c. Making learning media and research instruments
- d. Validation of learning media and research instruments

2. The stages of conducting research include:

- a. Sample grouping
- b. Carry out a pre-test to determine mastery of mufrodat
- c. Implement a word guessing game
- d. Carry out a post-test to determine student mastery after the word guessing game has been applied
- e. Processing and analysis of data
- f. Summing up the research results.

The population is the entire research subject. According to Ary, in a book written by H.Moh.Ainin, population is all members of a group of people, events, or objects that have been clearly defined, or the larger group that is the target of generalizations. The same view was also expressed by Ubaidad, that the population is a

group of individuals who are careful. This statement was rushed by Ibnu, that the population is all research target subjects. Population research is carried out if the research wants to see all the twists and turns that exist in the population, then it is also called a census. Objects in the population are studied, the results are analyzed, conclusions are drawn, and these conclusions apply to the entire population. Population research can only be done for a finite population and not too many subjects. In this study the author used a population of all grade IV students at MI Mu'awanah, there were 23 students.

Samples in quantitative research, samples are part of the number and characteristics possessed by the population. If the population is large, and it is impossible for the researcher to study everything in the population, for example due to limited funds, manpower and time, the researcher can use samples taken from that population. What is learned from the sample, the conclusions will be applicable to the population. For this reason, samples taken from the population must be truly representative (representative). The sample is a small group that is observed.

As for the research instrument, the research instrument is something that is used in collecting data or information related to research using the right instrument greatly influences the quality of research results. The instruments that the researchers used in this study were as follows:

1. Test Instruments

According to Ary, "a test is a set of stimuli (stimuli) given to someone to get an answer that can be used as the basis for determining a score". In line with this, Arikunto emphasized that "a test is a series of questions or exercises used to measure skills, knowledge, intelligence, abilities or talents possessed by individuals or groups".

2. Documentation Instruments

Documentation is a record of past events. Documentation can be in the form of writing, pictures, or monumental works of a person.

3. Interview Instrument

This tool that can be used in screening or collecting interview data is an interview guide or signs. According to Arikunto, "Interviews are often also called oral questionnaires, which are dialogues conducted by the interviewer (interviewer) to obtain information from the interviewee.

4. Observational Instruments

Observation is a procedure for collecting data that can be observed in a real way. The tools used in collecting data during observations are guidelines or observation guides.

5. Questionnaire Instrument

Questionnaire is a way of collecting data by using written questions to obtain information from respondents. In this respect the questionnaire method is no different from guided interviews.

Data Findings and Discussion

Test results, the use of the Word Guessing Game Media can be shown through the test results. In this study the authors used pre-test and post-test questions. To find out the significant difference

between the pre-test and post-test, the researcher tested it by finding the $t_{(-table)}$ and $t_{(-count)}$ values using the following formula:

$$\frac{Md}{\sqrt{\frac{\sum x^2 d}{N(N-1)}}$$

Information:

Md = Mean of different/pretest-posttest average difference

$x^2 d$ = Deviation of each subject (d-md)

$\sum x^2 d$ = Sum of squared deviations

N = Subjects in the sample

Db = Defined with N-1

d = Gain $[(d)] \quad ^d = \text{post test} - \text{pre test} = d$

Table 4.13
Pretest dan posttest

NO	NAMA	Pre-test	Post-test	Gain(d)	D ²
1.	A. Radid Arrasyid	90	100	10	200
2.	Ahmad Yanuar A.	90	90	10	200
3.	Hudan Habibi	60	70	20	400
4.	Irsyad Sabilidin	80	90	10	200
5.	Jahfal Labib	80	90	10	200
6.	Jalal Abdul Aziz	70	80	10	200
7.	M. Alfian Kurniawan	70	80	10	200
8.	M. Awwalul Ramadhan	60	70	10	200
9.	M. Syaifullah	70	80	10	200
10.	Muhammad Yunus	60	70	20	400
11.	Muhammad Alif Nur R.	60	70	10	200
12.	Luluk Lailatul Fadhillah R.	70	90	10	200
13.	Mukarromah	60	90	30	600
14.	Mulki Sabrina	90	100	10	200
15.	Naela Cahaya Permata Sari	90	100	10	200
16.	Nurul Naica Nadinia	70	70	20	400
17.	Nihayatus Sa'adah	50	90	40	800
18.	Nafiatul Jannah	90	100	10	200
19.	Naesya Amelia Adya M.	60	80	20	400
20.	Rahnia Cipta Kartika	90	100	10	200
21.	Salwa Wafa Alful Laili	70	80	10	200
22.	Sindi Fisy Hakiki	80	90	10	200
23.	Siti Mukarromah Himmah	90	100	10	200
$\sum N=23$	Total	$\sum X=1.720$	$\sum Y=2.000$	340	$\sum d^2 6.400$

Describe the research results by describing the conditions of the population and sample in the study. Reveal between the problems that have been described previously and compared after research. Describe the research results with supporting theory. Express findings and make interpretations or opinions, explain the implications of the findings and provide suggestions for further research. Its main function is to answer the questions posed in the Introduction, explaining how the results support the answers and how the answers fit existing knowledge on the topic

Based on the calculation results above, the result is 1.078 and d.b, namely $N - 1 = 23 - 1 = 22$. Meanwhile, the T-test table using one group refers to the significant number level of 0.05, namely 2.0687 and 0.01, namely 2, 8073. Then the conclusion of the results of the analysis and calculation of T is higher than the significant value rate in table T, it can be concluded that the media charades game can improve mastery of mufrodat and has a significant influence, and is suitable to be applied in learning Arabic especially in mastering vocabulary Arab.

Conclusion

Media for the Guessing Game on the Mastery of Mufrodat Class IV Students at MI Mu'awanah Banjarwati Paciran Lamongan for the 2021-2022 Academic Year. The researcher used the word guessing game media to have a positive impact, namely increasing the enthusiasm and active role of students in learning to memorize mufrodat. Results regarding the effect of Word Guessing Game Media on Class IV Students MI Mu'awanah Banjarwati Paciran Lamongan for the 2021-2022 Academic Year. In this study shown by the results of the test. Researchers have calculated according to a formula that uses pre-test and post-test one group. The result has been obtained, namely the total deviation of 340, while the total squared deviation is 7,600.

Based on the calculation results, the result is 1,078. And d.b, namely $N - 1 = 23 - 1 = 22$. The T test table using one group refers to a significant level of 0.05, namely 2.0687. The acceptance/rejection criteria for H_0 are that H_a is accepted if the results of $T_{test} > T_{table}$ are at a significance level of 0.05%. Therefore the research shows "there is a significant influence from the influence of the word guessing game media on the mufrodat mastery of class IV MI Mu'awanah Banjarwati Paciran Lamongan Academic Year 2021-2022.

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