

Implementing Joyful Learning Strategy Using Wordwall in Order to Improve Reading Comprehension Skills

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ABSTRACT

Wordwall become one of ICT development which ease students to develop reading skills. This game applies new words and unfamiliar words to the students. The design of this application is simplicity to use by the teachers and the students. There are several characteristic of the application, namely: cumulative collections of words, it can be designed for specific instructional purposes, interactive, printable and providing scaffolds conversation in order to create students' critical thinking. On the other hand, this application requires more time to made by the teachers even it has charge. Furthermore the students will feel enjoy using this application during online learning.

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1. INTRODUCTION

ICT which has an abbreviation of "Information and Communication Technology", creates dynamic changes in society and reform in educational field. It helps improving both teaching and learning quality to individual needs, and apply respond to the technical innovation. ICT is considered to have successfully in instruction, learning and assessment. According to Koc (2005) described that the use of ICT allows students to communicate, share, and work collaboratively anywhere, any time. Hence the students will enjoy to follow the learning process. Meanwhile joyful learning covered students' feeling and enthusiasm during the learning process. This activity might increase students' imaginative capability, trigger learning enthusiasm, and motivate students to keep learning (Kohn, 2010; Shirah, 2006). On the other hand, the activity which involved opportunities or review, gave sample, even made pleasant for student was reflected by using Word wall.

Wordwall is one of media in teaching and learning process that required students to learn words critically in the classroom. This game applies new words and unfamiliar words to the students hence it can help them in learning the English language. As Cronsberry (2004:3) stated that word wall is a collection of words that are displayed on announcement board, wall, whiteboard, or chalkboard in a classroom. Furthermore, the development of ICTs has carried out this game into a site which is wordwall website (wordwall.net). The application of wordwall website provides various games and easily to access. Then teachers can develop their suitable learning. According to Callella (2001) cited in Shallyntang (2016) described that one way to help students achieve fluency is through the use of Word Wall and Word Wall activities. The research showed the students in experimental group achieve fluency in reading and memorizing the words on the Word Wall while they did the tasks given.

Reading comprehension is compulsory subject in understanding language learning. In line with the study of Rofikasari (2016), showed that the low students' reading comprehension skill has been caused by the lack of innovative reading comprehension learning and the less interesting reading materials for the students. The low students' reading comprehension skill might be overcome through the implementation of multiple learning strategies. One of the strategies that might be appropriate with reading class is wordwall game. In order to increase the reading comprehension skills of the students, therefore, teacher should utilize Wordwall within the learning process as create joyful learning.

2. RESEARCH AND METHOD

The paper used a literature study approach. According to Sugiyono (2012) cited in Mirzaqon and Purwoko (2017) describe that literature study is a theoretical review, references and other scientific literature related to the development of culture, values and norms in a social situation being studied. Moreover the researcher combine various resources to gather the data. In line with the technique of literature study data collection namely through a review of books, literature, notes and various reports related to the problem to be processed (Nazir: 1988) in Mirzaqon and Purwoko (2017). Thus, this paper was compiled through the process of comparing and combining the contents of the data.

3. RESULT AND DISCUSSION

3.1 Characteristics of WordWall

Doing a wordwall means using a variety of review activities to provide enough practice so that the students catch words automatically. In line with the characteristic of Word Wall based on Brabham and Villaume (2015), described that every teacher has different ways when deciding on how to display, to arrange, and to use word wall in the classroom, but there are some common characteristics as followed: 1) All are collections of words that are developmentally appropriate for study by students in the classroom. 2) Words are selected for specific instructional purposes. 3) Collections are cumulative; as new words are introduced; familiar words remain for further study. 4) Activities and talk about word walls provide conversational scaffolds that structure the ways that students study, think about, and use words. 5) Words on walls serve as visual scaffolds that temporarily assist students in independent reading. In fact, the wordwall site puts interactive and printable activities. Interactive means that everyone can access in any web-enabled device, such a computer, tablet, phone or interactive whiteboard. Beside the game can be played individually by students, or be teacher-led with students taking turns at the front of the class. On the other hand, wordwall is also printable which is everyone can download pdf file as they register their account in wordwall.net. At the last the application is simple to use in order that the user easily to explore their creativity particularly the teacher to engage the students in learning.

3.2 Advantage and Disadvantage of WordWall

Wordwall can be designed for improving students' activity in order to the students are more active in online learning. This media or game can monitor the students' progress competence. In this reading skills activity, this media can assist the students develop their reading and writing critically and actively. Yet this media has advantages and disadvantages to help teacher in teaching learning reading skills.

The advantages of this game are help teacher so much in delivering learning material so the students will be easier to understand about the context of the text. Besides that, this media can give entertainment to the students. This media is very easily to be operated and used by teacher and students. Teacher can use provided games in "Community" and there are so many types of games so teacher can choose one of the game suitable his/her interest.

Even though this game is so much fun and they are enjoying online learning. This game or media have disadvantages as well. Teacher needs more time to make the game. Wordwall has not been able to upload a video or audio that if teacher wants to use this media for listening skill is impossible to apply it. For teacher who uses this media free charge, she/he just has five time to make her/his own game. Another disadvantage of this game is students can be cheating while playing this game.

3.3 The Application of WordWall in the classroom

The writers will explain how to apply this wordwall game in online classroom. It is pretty simple to use this game and the students feel happy to play this game. Because they do not experience boredom in reading activity skills.

3.4 Procedure

When teacher wants to use this game, it is very easy to operate it. Teacher can follow these steps:

- Teacher has to open wordwall website first (wordwall.net).
- Teacher must sign in first in order to she/he can use all the kind of game in wordwall.
- After signing in and enter to wordwall, teacher selects "create activity" and selects a game based on her/his interest.

- If teacher has already determined to select the game type, before starting the game, she/he has to make questions which is related with the material that will be delivered in the game.
- After finishing in making questions, teacher has to select “done”.
- Before teacher gives the game to students, teacher has to pay attention to “options”. For each game has different option but the writers will describe the basic options in this game, where there are three options, they are:
 - Timer → teacher can decide how long the students can play the game. In the time part there are two counting ways “Count Up” and “Count down”, teacher can select one of them.
 - End of Game → teacher can decide if in the end of the game wants to show the correct answer or not.
 - Leaderboard → in the last part teacher can select how many students’ name that want to be shown in tabel.
- After that select “Apply to This Activity”.
- If teacher has been truly sure about the game, she/he can share the game to the students.

3.5 Sample of Material

In this paper, the writers want to apply this game to teach reading skills. Generally, students are very bored when they have to do reading and answer some questions. To make this activity is fun enough, teacher can use this game as media to teach reading skills. Besides that, students can be more enjoyable to follow the online lesson. Because Wordwall game has so many types so the writers choose one of type and give some steps to apply the type of wordwall game in teaching this skill. Here are the steps of “Maze Chase” Wordwall type:

- Teacher shares a text to students in the beginning of learning activity and discusses it together.
- Teacher has to open wordwall website first (wordwall.net).
- Teacher must sign in first.
- After signing in and enter to WordWall, teacher selects “create activity” and choose Maze Chase type.
- Teacher makes some questions related to the text.
- After finishing in making questions, teacher has to select “done”.
- Before teacher gives the game to students, teacher has to pay attention to the “Options”. In the “Maze Chase” type there are five options, they are:
 - Timer → Give time to students for 4 minutes to play the game and select count down so the students know the time for playing.
 - Lives → In this game type, it needs lives so teacher chooses 3 or more lives.
 - Difficulty → Measuring the difficulty of the game.
 - End of Game → Select show answers.
 - Leaderboard → Select the number of students in the class.
- If teacher has been truly sure about the game, she/he can share the game to the students.
- Explain to the students about the game and give them warning of the time and lives. So, the students can be aware for that.

After the time is end, screen shot the result of this game. It can be as score for their daily task.

4. CONCLUSION

Wordwall is part of ICT which facilitate the students to develop their reading skills. The application is simplicity to use by the teachers and the students then it can be reached without any charge. Beside this media or game can monitor the students’ progress competence. As the result the application carry out positive impact to students. By using this application, the students will feel enjoy during online learning. Besides that, teacher do not bother to check the students’ task one by one. Because this game or media can record the students’ score. This game can show how many correct and incorrect of the students’ answer.

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