THE EFFECT OF USING CARTOON MOVIE TO INCREASE STUDENTS VOCABULARY ABILITY IN SEVEN GRADE OF SMPN 1 PEMATANGSIANTAR

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ABSTRACT

The aim of this research is to find out the effect of using cartoon movie to increase students vocabulary ability at SMPN 1 Pematangsiantar. This was a research with quantitative approach. The method in this research was Pre-experimental with pretest- posttest control group design. The samples were 62 students of junior high school, 31 students classified as the experimental group and 31 students as the control group. It was used the writing test for the instrument and the data was analyzed using SPSS 2.6. The results of the data analysis indicate that hypothesis testing of post test scores, it is found that tcount = 4.614> ttable = 1,697 at the significance level α = 0,05 and degrees of freedom (df) = 30, null hypothesis (Ho) is rejected and alternative hypothesis (Ha) is accepted. It means that there are significantly effect on students vocabulary ability by using Cartoon Movie as a learning media in seventh grade of SMPN 1 Pematang Siantar. This is also supported by Muhammad Iqbal Maliang (2023) that Cartoon Movie are designed not only Porject Based Learning gives the experience to students discussing and develops their critical thinking. The learning activity also is not teacher centered, because the researcher asked the students to design a plan and record video with the topic they choose. While the students were doing the project, the researcher was monitoring the progress of their project. This project increased the teamwork so that student could be more active in learning activity. After doing the video project, the students asked to write down the procedure text step by step based on the video they made. By doing the project video, the student could understand the process step by step of making a procedure of something, and could improve their writing better directly from the experience.

Keywords: Project Based Learning, Writing Skill, Procedure Text

I. INTRODUCTION

1. The Background of Research

English is an international language that is used as a means of communication by various countries in the world, so English is very important for education, science, knowledge and technology. There are four skills in English, namely reading, writing, listening and speaking, and vocabulary is a very important component to be able to master these four skills. and these four skills can be mastered if we are already proficient in English, therefore the first thing to learn is how we can use English, namely by mastering the vocabulary.

Above this study focuses on choosing a suitable media that is audio visual media to teach vocabulary, in this case cartoon film is considered as suitable media. By using cartoon movie the students seem easier to understand the vocabulary because they like the cartoon especially Dora's cartoon.

2. The Problem of Research

Considering to the problems of teaching and learning in writing has been described in the background of the research, this research is addressed to answer the following question: "The effect of using cartoon movie to increase students vocabulary in seven grade of SMPN1 Pematangsiantar"

3. The Objective of Research

This research is aimed to obtain the effect of using of cartoon movie to increase students vocabulary ability in seven grade of SMPN 1 Pematangsiantar.

II. THE REVIEW OF LITERATURE

1. Definition of Vocabulary

Vocabulary is a set of words, typically the set in a language or the set known to an individual. The word vocabulary originated from Latin vocabulum, meaning" a word, name".It forms an essential component of language and communication, helping convey thoughts, ideas, emotions, and informations.

One classification involves the three types of reading vocabulary found in textbooks (Richard, 1999:314);

a. The first type general vocabulary, it consists of everyday words with widely acknowledge meanings in common usage.

b. The second type, special vocabulary, it is made of words from everyday vocabulary that take on specialized meanings in a particular content area.

c. The third type, technical vocabulary, it consists of words that are used only in aparticular area.

2. Definition of Media

According to Heinich in (Daryanto, 2010:4) Media is an intermediary or introductory between a speakers to the listener in the communication, So the media as a connector between communication and communicant.

Media is a means of communication and source of information, Maldino (2010:9) from the definition above it can be said that anything which carries the information between a source and a receiver is called media. The purpose of media is to facilitate communication and learning (Heinich 2010:9)

3. Definition Cartoon Movie

Oxford American Word Power Dictionary (1998), is a movie or television program that tells a story by using moving drawings instead of real people and places. Another expert, Poulson says that basically a cartoon is a form of media which uses animation and characters.

III. THE METHOD OF RESEARCH

1. The Research Design

The research design used in this study is pre-experimental design in the form of one- group pre-test and post-test. Experimental research is a scientific investigation in which an investigator manipulates and controls one or more independent variables and observes the dependent variable (Ary, 2006:284). It means that the experimental research needs a group that can be a control group and other group is experimental group. Experimental researchcan be done in the laboratory, in the class and in the field.

2. The Location of Research

This research is conduct at SMPN 1 Pematangsiantar 2023/2024, which is located at Merdeka street No. 15 Pematangsiantar. This research chooses SMPN 1 Pematangsiantar because the researcher has been experienced internship for three months and found that the students' vocabulary ability especially at the seventh grade students' must be improved.

3. The Population and Sample

Population of this research is the whole seventh grade students of SMPN 1 Pematang iantar on the second semester of academic year 2023/2024. There are two classes of seventh grade in SMPN 1 Pematangsiantar is sample in this research.To decide which class will be the control class and the experimental class, the writer considers making lottery paper. The quantity of students in each class of the population as follow:

Table 3.1 Population of the Research

No.	Class	Number of Students
1.	VII – 4	31
2.	VII – 5	31
Total		62

4. The Technique of Collecting Data

According to Mudjiarahardjo, collecting data is an activity to organize, sort, group,code or mark and categorize it so that a finding is obtained based on the focus or problem to be

answered.(Andriyani & Al ghofar, 2019) The data which analyzed was gotten from the test and observation. The writer analyzed the data based on the collecting data of score pre test and post test of experimental class and control class.

5. The Technique of Analyzing Data

In the pre-test and post-test assessment. Researchers calculated the frequency and normality of testing using SPSS version 26.0. The steps we have to do in the SPSS 26.0 program are frequency, statistic table, test of normality, test of homogeneity, testing hypothesis

IV. THE DATA AND DATA ANALYSIS

1. The Data and Data Analysis of Research

Based on the calculation of frequency, statistic and normality, the researcher got the result that all data in pre-test and post-test of both control and experimental class are normal distributed. Homogenity test were used to decide whether a test was homogenous or not. It was important because the similarity of both groups would influence the result of test. Moreover, homogenity of a test was used a requairement to calculated t-test. Then, the next calculation was finding of homogenity test by using SPSS Version 26.00 as follows :

Table 4.17 Homogenity variance of post test score of Experimental Class and Control Class
Test of Homogeneity of Variance

		Levene Statistic	df1	df2	Sig.
Posttest experimental and control class	Based on Mean	3.709	1	60	.059
	Based on Median	2.867	1	60	.096
	Based on Median and with adjusted df	2.867	1	50.178	.097
	Based on trimmed mean	3.599	1	60	.063

Determination of variance from several populations has the same variance or cannot be seen from the significance value. This rese use a significance level $a = 0,05$. If sig > 0,05 then the data is declared to have the same variant, and if sig < 0,05 then the data is not declared to have the same variant. The table above shows that sig 0,059 > 0,05 then the data in the two class have the same variant (homogeneous), meaning that the data come from the same population.

Paired Samples Test

		Paired Differences							Sig. (2-tailed)
					95% Confidence Interval of the Difference				
		Mean	Std. Deviation	Std. Error Mean	Lower	Upper	t	df	
Pair 1	Post test experimental class - Post test Control Class	13.16 1	15.883	2.853	7.335	18.987	4.614	30	.000

Based on the table above, it can be said that tcount = 4.614 > ttable = 1,697 at the significance level $a = 0,05$ and degrees of freedom (df) = 30, null hypothesis (Ho) is rejected and alternative hypothesis (Ha) is accepted. It means that there is significant effect on students'

vocabulary by using cartoon Movie at seventh grade of SMPN 1 Pematang Siantar.

2. The Finding and Discussion of Research

The data analysis above presents the findings of a study conducted to evaluate the effect of using Cartoon Movie on improving students' vocabulary ability. The research was conducted with a population of 342 students and a sample of 62 students. The researcher selected two classes as the experimental class (VII-4) consist of 31 students and control class (VII-5) consist of 31 students. Pre-test and post-test were conducted to evaluate the effect of using Cartoon movie to improve students' vocabulary.

The students' pretest score in experimental class is 1485 where the mean is 47.90. While the students' pretest score in control class is 1691 where the mean is 54.55 After the treatment applied where the experimental class using cartoon Movie, and the control class using conventional learning, the students' score for both class show significant different since the posttest score in experimental class is 2356 where the mean is 76.00, while the posttest score in control class is 1948 where the mean is 62.84.

Based on the hypothesis testing of posttest scores, it is found that t_{count} = 4.614 > t_{table} = 1.614 at the significance level a = 0,05 and degrees of freedom (df) = 30, null hypothesis (Ho) is rejected and alternative hypothesis (Ha) is accepted. It means that there is significant differences on students' skill by using Cartoon Movie and without using Cartoon Movie to improve student's vocabulary ability at seventh grade of SMPN 1 Pematangsiantar. This is also supported by Muhammad Iqbal Maliang (2023) that Cartoon Movie are designed not only to entertain the children, but cartoon can be also used to teach and educated the students.

The students in control class did not taught the learning process using cartoon movie had difficulties to understand the meaning of vocabulary and making the sentences and made they got low score than the experimental class. While the experimental class who taught learning using Cartoon Movie got the higher score than the control class. In experimental class the Researcher helped the students to increase their vocabulary ability by using cartoon Movie, Firstly the researcher giving the Cartoon Movie which is "Dora the Explorer" to watch, before the cartoon begins, The researcher gave the instruction to watch the cartoon and find out the new vocabulary from it. Second, after the cartoon finished, the students got many new vocabularies from the cartoon, then the Researcher give the post test to answered, In the post test, students did some questions to translate the vocabularies based on the Cartoon Movie and make the sentences using new vocabularies.

V. CONCLUSION AND SUGGESTION

1. Conclusion

Based on the discussion in the previous chapter, it was clear the use Cartoon Movie can increase the students' vocabulary ability. The students' score in vocabulary test before using cartoon movie is low. It is different from the students' ability after using Cartoon Movie in learning vocabulary. It can be found in students post-test. The score was higher than the pre-test. Using Cartoon Movie in learning activity contributed to the students' mastery in vocabulary. It can increase student's understanding about the words and can increase students' vocabulary mastery

Based on the data of the analysis, it can be concluded that hypothesis testing of posttest scores, it is found that t_{count} = 4.614 > t_{table} = 1,614 the significance level a = 0,05 and degrees of freedom (df) = 30, null hypothesis (Ho) is rejected and alternative hypothesis (Ha) is accepted. It means that there are significant effect on students' vocabulary mastery by using Cartoon Movie and without using Cartoon Movie at seventh grade of SMP Negeri 1 Pematang Siantar.

2. Suggestion

Based on the conclusion above, the researcher presents some suggestions as follows:
1. The teacher should use method in teaching learning process in order to make students more interested in learning the lesson.
2. To improve students' knowledge of the English vocabulary. They do not have to just study based on the book only, The teacher should find another way in teaching so that the class will be fun and enjoyable.

3. The teacher should be able to choose a good media. For instance the teacher may use Cartoon Movie to make their students enjoy the class and to solve students' boredom in the classroom. This media involved the participation of the students in learning and teaching process. By this media the students can increase their motivation in learning with a fun learning sources, and can improve their English, especially in teaching vocabulary.

4. The researcher suggested the future to conducted classroom action research by using Cartoon Movie in teaching, especially in teaching vocabulary.

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