

CHAPTER IV

FINDING AND DISCUSSION OF THE RESEARCH

This chapter presents the result and discussion of research. The data collected from the observation and interview which are discussed based on the theory and concept from the previous chapter. This chapter is presented based on the research focus stated in the first chapter.

A. The Finding of Research

In the research result, the researcher will describe about the implementation of *Snake and Ladder* Game in teaching vocabulary at SMP Nurul Abror Tanjung Pagentenan Pamekasan. The teacher uses this game in order to make student easy in learning and memorizing the vocabulary in order that it is able to help them in speaking English. In this case, the researcher did an observation by entering the classroom directly in order to know how the teacher implement the *Snake and Ladder* Game in teaching vocabulary and learning process started.

In using *Snake and Ladder* Game that is used by one of teacher of SMP Nurul Abror Tanjung Pegantenan Pamekasan, the researcher shall explain one step that is Pre-Teaching. The researcher writes three steps of implementation of Snake and Ladder Game in teaching vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan in teaching and learning process begun.

1. The Result of Observation

a. The First Observation

The first observation is done by the researcher on Tuesday, 4th of January 2022. It is started at 07:00 am until 08:30 am. In that situation, the researcher was a passive participant because he was only become an observer and not become involved in teaching process. In this research, the researcher used observation as the instrument of the research at that time.¹ In implementing the Snake and Ladder Game in teaching vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan, there were steps as become classroom routine. These steps are explained by researcher as follow.

The first section of learning process before the teacher begin the lesson in the classroom.

1) Before teaching, the English teacher did preparation

Teacher : Assalamulaikum Wr Wb

Students : Waalaikumussalam Wr Wb

Teacher : How are you doing class?

Students : I am well sir thank you, and you?

Teacher : Alhamdulillah I am well too class. Okay, before we learn

the subject of today, let's start by reciting do'a

before, begin.

¹ The first observation was on Monday, 4th January 2022. It was started from 07:00 am until 08:30 am

- 2) The teacher gave some questions to the students about vocabulary that was given in previous meeting by the teacher.

Teacher : Do you still remember the vocabularies tha I have given in previous meeting guys ?

Students : Yes sir

Teacher : Okay, I wiil ask you about Pronoun, Nur Azizah, How to say "*Dia Perempuan*" in English ?

Nur Azizah : *Dia Perempuan* in English are She and Her sir. She as subject and her as object.

Teacher : Okay Good, Now I please to Iis Dahlia , how to say "*dia laki-laki*" in English ?

Iis Dahlia : The English of "*dia laki-laki*" are He and Him, He as subject and Him as object.

Teacher : Okay good job guys, Thank you

- 3) The teacher gave reward to the student who has given correct answer and he gave punishment to the student who has given an incorrect answer.

Teacher : Okay because you have answered the questions correctly, now I will give you candy, do you want it?

Students : Yes sir thank you so much...

Teacher : I also will give you punishment to the students who did not answer my questions correctly.

Students : Yes sir

- 4) The teacher checked the students by calling their name one by one in the students' attendance list.

Teacher : Okay, let me call your name one by one guys,
please answer it by saying present or absent.

Students : Yes sir

- 5) The teacher give vocabulary about Verb and then the students write it

Teacher : Okay class, now we will learn the vocabulary and the title of it is Verb or in Indonesian language it is called by *kata kerja*, are you ready class ?

Students : Yes sir, we are ready

Teacher : if you are ready, please write it

Students : yes sir

The vocabularies about Verb that is taken to remember and practice the topic of imperative sentence.

English	Indonesian
Tell	Menceritakan
Congratulate	Mengucapkan selamat
Hope	Berharap
Practice	Praktek
Prepare	Mempersiapkan
Work	Bekerja

Know	Mengetahui
Go	Pergi
Sit	Duduk
Like	Menyukai
Give	Memberi
Ask	Meminta
Teach	Mengajar
Sleap	Tidur
Push	Mendorong
Work	Bekerja
Visit	Mengunjungi
Drive	Mengendarai (mubil)
Ride	Mengendarai (motor)
Run	Berlari

- 6) The teacher gave the Snake and Ladder Game and use vocabulary that is related by verb that has written by the students.

Teacher : Okay class, now we will play the game and the tittle of it is Verb or in indonesian language it is called by *kata kerja*, are you ready class ?

Students : Yes sir, we are ready

Teacher : before we play the game, let me devide into 4 group it is A, B,C and C group and every group

consist of 3 students.

Students : Yes sir

Teacher : Okay good, we will start to play the game and please start from A (Irfan) then after A continue to B (Kholifah), C (Siska) and D (Sofiatun).

Students : Okay sir

Teacher : Okay for Irfan please start it

Irfan : Yes sir, I get the question “what is the meaning of go ? and the answer is *pergi*

Teacher : Okay good, you are right, next to the B, Khalifah it is your turn.

Khalifah : Yes sir, I get, how to say *mengunjungi* in English ?

Teacher : the answer is ?

Khalifah : Visit

Teacher : good, now please to Siska, throw the dice

Siska : yes sir, I get what is the meaning of sleep, like and run? The answer is *tidur, pergi dan mendorong*

Teacher : you are wrong, the correct is *tidur, menyukai and berlari.*

Siska : owh I see

Teacher : Because you are wrong, I will give you powder.

Okay, let's continue to Sofiatun

Sofiatun : Yes sir, I get how to say work and sit ?

Teacher : The answer is?

Sofiatun : *bekerja dan duduk*

Teacher : good job

- 7) After playing the game, the teacher gave some questions about the irregular verb that is given in the game.

Teacher : Okay class before we close the class of this morning, I will give two question about our lesson today ? what did you get today and how many vocabularies that you got from this game ?

Irfan : I get only 5 vocabularies sir

Kholifah : Our lesson today is about irregular verb sir, I get seven vocabularies.

From this observation, in implementing the *Snake and Ladder* Game, the teacher divided the class into 4 group that consist of 3 or 4 students for each the presentative of the groups play this game by shaking the dice and answering the word written in the board game. It is done continuesly to the next group.

Based on this observation, in implementing the *Snake and Ladder* Game in teaching vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan that is used by English Teacher of SMP Nurul Abror was run well and it could make the students easier in getting the new vocabulary in learning activity but there are some

students could not easy to memorize the vocabulary because the time to memorize that is given by the teacher is not enough.

b. The Second Observation

The second observation is did by the researcher on Saturday, 8th of January 2022. It is started at 10:00 am until 11:30 am. In that situation, the researcher was a passive participant because he was only become an observer and not become involved in teaching process. In this research, the researcher used observation guideline as the instruments of the research at that time.² In implementing the Snake and Ladder Game in teaching vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan, there were steps as become classroom routine. These steps will explained by researcher as follow.

The first section of learning process before the teacher begin the lesson in the classroom.

1) Before teaching, the English teacher did preparation

Teacher : Assalamulaikum Wr Wb

Students : Waalaikumussalam Wr Wb

Teacher : How are you doing class?

Students : I am well sir thank you, and you?

² The second observation did on Monday, 8th January 2022. It was started from 10:00 am until 11:30 am

Teacher : Alhamdulillah I am well too class. Okay, before we start the subject of today, let's start the class by praying together, begin.

2) The teacher gave some questions to the students about vocabulary that was given in previous meeting by the teacher.

Teacher : now I will check the vocabularies that was memorized by you in the previous meeting.

Students : Yes sir

Teacher : Okay, for the first I will ask khalifah, what is the meaning of run, sit, and practice ?

Khalifah : the meaning is berlari, duduk dan mempraktekkan

Teacher : Okay Good, now please mention 5 vocabulary that you memorized, Sofiatun.

Sofiatun : Teach (*mengajar*), go (*pergi*) visit (*mengunjungi*), work (*bekerja*) and tell (*menceritakan*).

Teacher : Okay good job guys, Thank you

3) The teacher checked the students by calling their name one by one in the students' attendance list.

Teacher : Okay, now I will call you one by one and you answer by mention one vocabulary, siska

Siska : Work

Teacher : Irfan

Irfan : yes sir, visit

- 4) The teacher gave vocabulary about Transportation and road then the students write it.

Teacher : okay class, now the title of the vocabulary is
Transportation and road, now you write it.

Students : yes sir

The vocabularies about Transportation and road

This vocabularies is taken from the topic of Transportation

English	Indonesian
Car	Mobil
Ambulance	Ambulans
Truck	Truk
Bus	Bis
Train	Kereta api
Plane	Pesawat
Helicopter	Helikopter
Motorcycle	Sepeda motor
Bicycle/bike	Sepeda
Becak	Becak
Cart	Kereta
Pedestrian	Pejalan kaki
People	Orang
Passanger	Penumpang
Pavement	Penyebrangan jalan/Zebra cross

Three Junction	Pertigaan
Crossroad	Perempatan
Traffic sign	Rambu lalu lintas
Traffic light	Lampu lalu lintas
Traffic jam	Kemacetan

- 5) The teacher give the students the Snake and Ladder Game and use vocabulary that is related with Transportation and road that was written by the students.

Teacher : Okay guys, as usual we will play the game so that
I hope you to get ready on your position.

Students : Yes sir, we are ready

Teacher : as usual before we play the game, please make 4
group as usual in the previous meeting.

Students : Yes sir

Teacher : Okay good, let's play the game

Students : Okay sir

Teacher : Okay for the first please start from A group

Iis : Yes sir, I get the question "what is the meaning of
plane and passanger ?

Teacher : what is the answer ?

Iis : The answer is, *pesawat and penumpang*

Teacher : Okay good, you are right, next to the B, Yuni it is

your turn.

Yuni : Yes sir, I get, how to say *pertigaan* and *lampu lalu lintas* in English ?

Teacher : the answer is ?

Yuni : Three junction and Traffic light

Teacher : good, now please to Siska, throw the dice

Siska : yes sir, I get what is the meaning train? The answer is pesawat

Teacher : you are wrong, the correct is *kereta api*

Siska : owh I see

Teacher : Because you are wrong, I will give you powder.
Okay, let's continue to Sofiatun

Sofiatun : Yes sir, I get how to say Pedestrian ?

Teacher : The answer is?

Sofiatun : *pejalan kaki*

Teacher : good job

6) After playing the game, the teacher give some questions about Transportation and road that is given in the game.

Teacher : Okay class before we close the class of this morning, I will give two question about our lesson today ? what did you get today and how many vocabularies that you got from this game ?

Irfan : I get only 5 vocabularies sir

Kholifah : Our lesson today is Transportation and road sir, I get seven vocabularies.

- 7) The Teacher motivated the students to learn and repeat the material in their house.

In this observation there was similiarity with the first observation in implementing the *Snake and Ladder Game*, the teacher also divided the class into 4 group that consist of 3 or 4 students for each the presentative of the groups play this game by shaking the dice and answering the word written in the board game but it is also had differences with the first observation that is the topic of the vocabulary.

c. The Third Observation

The third observation is did by the researcher on Tuesday, 11th of January 2022. It is started at 08:30 am until 10:00 am. In that moment, the researcher was a passive participant because he was only become an observer and not become involved in teaching process. In this research, the researcher used observation guideline, interview guideline, and documentation as the instruments of the research at that time.³ In implementing the Snake and Ladder Game in teaching vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan, there

³ The first observation was on Monday, 11th January 2022. It was started from 08:30 am until 10:00 am

were steps as become classroom routine. These steps will explained by researcher as follow.

The first section of learning process before the teacher begin the lesson in the classroom.

1) Before teaching, the English teacher did preparation

Teacher : Assalamulaikum Wr Wb hello guys ! good morning!

Students : Waalaikumussalam Wr Wb morning too sir

Teacher : How have you been now?

Students : I am fine sir thank you, and how about you?

Teacher : Alhamdulillah I am fine too thank you. Okay, we will continue our material but before we start the subject of today, let's open the class by praying together, praying begin.

2) The teacher gave some questions to the students about vocabulary that was given in previous meeting by the teacher.

Teacher : To remember our material about transportation and road that was studied in previous meeting let's check it together.

Teacher : are you ready class ?

Students : Yes sir

Teacher : Okay, for the first I will ask Iis, what is the meaning of car and bycycle ?

Iis : the meaning is *mubil* and *sepeda*

Teacher : Okay Good, now I will ask to irfan. How to say *perempatan* in english ?

Iis : hmm it is crossroad sir

Teacher : Okay good job guys, I hope all of you is still remember the vocabularies that I have given last week Thank you

Students : Aamiin

- 3) The teacher checked the students by calling their name one by one in the students' attendance list.

Teacher : Okay, now I will call you one by one and you answer by saying present or absen.

Siska : yes sir

Teacher : Irfan

Irfan : present sir

- 4) The teacher gave vocabulary about passive and active verb then the students write it.

Teacher : okay class, now I will give you the vocabularies that is used in passive voice that is active and active verb. now you write it.

Students : yes sir

The vocabularies about active and passive verb

This vocabulary is used in the game by the teacher to review and practice the lesson about passive voice.

Active	Meaning	Passive	Meaning
Visit	Mengunjungi	Visited	Dikunjungi
Teach	Mengajar	Taught	Diajari
Open	Membuka	Opened	Dibuka
Eaten	Makan	Eaten	Dimakan
Write	Menulis	Written	Ditulis
Speak	Berbicara	Spoken	Dibicarakan
Draw	Menggambar	Drawn	Digambar
Know	Mengrtahui	Known	Diketahui
Find	Menemukan	Found	Ditemukan
Work	Bekerja	Worked	Dikerjakan
Come	Datang	Come	Mendatangi
Look	Melihat	Looked	Melihat
Give	Memberi	Given	Diberi
Start	Memulai	Started	Dimulai
Try	Mencoba	Tried	Dicoba
Create	Menciptakan	Created	Diciptakan
Call	Memanggil	Called	Dipanggil
Play	Bermain	Played	Dimainkan
Tell	Menceritakan	Told	Diceritakan

Allow	Mengizinkan	Allowed	Diizinkan
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- 5) The teacher give the students the Snake and Ladder Game and use vocabulary that is related with passive and active verb that was written by the students.

Teacher : Okay guys, today we will learn new vocabulary. It is about active and passive verb. It will be usefull for us when we study about passive voice.

Students : okay sir

Teacher : as usual before we play the game, please make 4 group as usual in the previous meeting.

Students : Yes sir

Teacher : Okay good, let's play the game

Students : Okay sir

Teacher : Okay for the first please start from A group

Iis : Yes sir, how to say *dikunjungi*?

Teacher : what is the answer ?

Iis : The answer is, visited and active is visit

Teacher : Okay good, you are right, next to the B, Sofiatun it is your turn.

Sofiatun : Yes sir, mention 2 and passive active verb ?

Teacher : the answer is ?

Sofiatun : the active are call and play. The passive is called

and played

Teacher : good, now please to Siska, throw the dice

Siska : yes sir, I get what is the meaning of start and find ?

The answer is *tidur, memulai dan menemukan*

Teacher : okay good, let's continue to the other student

Mutmainnah : Yes sir, mention 3 passive word ?

Teacher : The answer is?

Sofiatun : alloy, creat and work

Teacher : good job I think enough for the game

- 6) After playing the game, the teacher give some questions about the active and passive verb that is given in the game.

Teacher : Okay class before we close the class of this morning,as usual I will review your understanding about our meterial today by giving questions .

Teacher : the first question is what is the meaning of know and known ? if you know please up your hand

Siska : sir

Teacher : okay siska, please

Siska : know is *mengetahui* and known is *diketahui*

Teacher : okay good job

- 7) The teacher motivated the students to learn and repeat the material in their house.

In this observation there was similarity with the first and the second observation in implementing the *Snake and Ladder* Game, the teacher also divided the class into 4 groups that consist of 3 or 4 students for each the representative of the groups play this game by shaking the dice and answering the word written in the board game but it is also had differences with the first and the second observation that is the topic of the vocabulary in this research the vocabulary was about passive and active verb that was used to review the lesson about passive voice.

Based on the third observation in implementing the *Snake and Ladder* Game in teaching vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan that is used by English Teacher of SMP Nurul Abror was successful. It can be known from the understanding of the students about the game and remembering the vocabularies of the game not only that but can see it from the situation in the class. In the class, the students are happy and more enjoy in studying the vocabularies.

Besides, the effect of implementing the *Snake and Ladder* Game it is able to give the students memorize and get many vocabularies easily and they are able to learn Vocabulary by playing so they more enjoy in learning

Based on chapter two that one of the advantage of *Snake and Ladder Game* is able to be used in the learning activities teaching

because these activities are so fun so that children are interested in learning by playing. It means that this game can be one of solution for the students whom have difficulties in learning vocabulary because it will automatically make students have fun in joining the class and they are also able to get new vocabularies easily so the students are also easy in speaking English.

Therefore, the conclusion of the observation in the class with the teacher of SMP Nurul Abror and the students of third grade of SMP Nurul Abror , the implementation of *Snake and Ladder Game* in teaching vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan is very good and effective, because it is able to make them active, enjoy, fun and easy in learning the vocabulary, and it is also able to help them to increase their ability in communication.

2. The Result of Interview

In using *Snake and Ladder Game* as one of the media in teaching vocabulary, the procedure in implementing the Snake and Ladder Game is not only attend to the successfulness by the teacher but also attended to the advantages and disadvantages of the Snake and Ladder Game. To identify this research focus, the researcher used the collecting data techniques namely interview besides observation. The interview is done to the English teacher and also to the students of the class , in order to know about the advantages and disadvantages and also to know the technique. The result are:

a. The Advantages of Implementing the Snake and Ladder Game in Teaching Vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan

The researcher combined the both interview result between the teacher and the students. There are three advantages of implementing the Snake and Ladder Game in teaching Vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan that based on the interview.

1) Making The Students Easy to Get and Learn Vocabulary

The researcher took two statements, the first one is from teacher and the second one is from the students.

“After I implemented this game as the media of learning vocabulary I get the advantages of it that is able make my students easy and enjoyable in learning and getting the vocabularies. After implementing this game, I get my students are able to practice the vocabularies in their speaking.”⁴

Then the statement is supported from one of the students of SMP Nurul Abror Tanjung Pegantenan Pamekasan :

“By using this game, I easy to learn English Vocabulary more and I can remember many vocabularies.”

The students said that by implementing the Snake and Ladder Game in teaching and learning process is very useful for them to memorize the vocabulary.

2) The Students Can Get Many Vocabularies

This reason comes from one of the students’ statement:

⁴ Moh. Yasid, S.pd.I. the English teacher of SMP Nurul Abror Tanjung Pegantenan Pamekasan (Direct interview on Tuesday 11th January 2022)

“I like this game, because I like game and I always play a game as like this game in my home, by playing this game in the class, I am able to get many vocabularies such as Verb, Irregular Verb, Passive and Active verb that some people do not know about it.”⁵

Besides game can motivate the students in learning vocabulary, The Snake and Ladder Game is also able to make students learn and get information about pronunciation or Grammar because the teacher sometimes use sentences in the Game.

3) Making the students enjoy in joining the learning process in the classroom.

There are some students that feel the advantages of Snake and Ladder Game and they said that this game is able to give enjoyment for the students during joining the learning process in the classroom.

The first student that said it is Irfan Bachdim he is one of the student of 3rd Grade of SMP Nurul Abror, He said that:

“I can feel more enjoy during joining the class and relax in remembering the vocabularies because the game can make me easy in memorizing the vocabulary”

And then the statement above is supported by the second students, She is Siska, She said that:

“I am very like and enjoy joining the vocabularies class because I can get the new vocabularies easily and I did not feel bored during joining the learning process of the classroom.”

⁵ Siska, the student of 3rd Grade of SMP Nurul Abror Tanjung Pegantenan Pamekasan (Direct interview on Tuesday, 11 January 2022)

Based on the interview data, the researcher is able to assume that the advantages of implementing the Snake and Ladder Game in teaching vocabulary according to the interview to the students and also the teacher of SMP Nurul Abror Tanjung Pegantenan Pamekasan is very helpful for them, such as for the English teacher said that this game can make the students are more enjoy and relax in joining the learning process in the class and for the students also said that this game can give many new vocabularies and it can help them to be easy in speaking or communication.

b. The Disdvantages of Implementing the *Snake and Ladder* Game in Teaching Vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan

There are two results of the interview that is combined by the researcher they are interview to the teacher and the students. There are three disadvantages of implementing the Snake and Ladder Game in teaching vocabulary in the teaching and learning process of the classroom at SMP Nurul Abror Tanjung Pegantenan Pamekasan, they are :

1) Requiring a lot of time in explaining it to students about it

There is one of student said that:

“I think this game is requiring a lot of time to explain it to the students because sometime we need to understand it more because some of my friends do not it.”⁶

Based on that statement, said that this game needs much time in explaining the rules and the concept of it so when this game is played, the teacher should explains it before.

2) This game is only able to be played by 3 or 4 players, it needs long time to play.

Some of the students of the 3rd Grade of SMP Nurul Abror said that :

“I think some of the disadvantage of this game is need long time because this game only consist of three until four students so we cannot play it more than 3 or 4 player.”⁷

Based on the result of the interview above, the disadvantages of Snake and Ladder Game in teaching Vocabulary of SMP Nurul Abror Tanjung Pegantenan Pamekasan there were two results. The firs, this game needed much time in explaining the rules and the concept of it so when this game is played, the teacher had to explain it before and the second is the player of this game had to be more than 3 or 4 player because they thought if the player was

⁶ Nur Azizah, the student of 3rd Grade of SMP Nurul Abror Tanjung Pegantenan Pamekasan (Direct interview on Tuesday, 11 January 2022)

⁷ Irfan Bachdim, the student of 3rd Grade of SMP Nurul Abror Tanjung Pegantenan Pamekasan (Direct interview on Tuesday, 11 January 2022)

more than 3 or 4 player, the game would be run faster and all of the student of the 3rd grade of SMP Nurul Abror would be able to join the game so those are the weakness of Snake and Ladder Game.

B. The Discussion of Research

In this section, the researcher will explain about The Implementation of Snake and Ladder Game in Teaching Vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan. And also the researcher will relate the results of this study based on the theory in chapter II. The explanation in this section can help and also provide new views for readers and be able to answer related problems in learning that exist in the world of education.

On this occasion the researcher also presented the data that researcher had obtained based on the results of interviews and observations.

1. The implementation of *Snake and Ladder* Game to vocabulary mastery to student of SMP Nurul Abror Tanjung Pegantenan Pamekasan.

In implementing the *snake and ladder* game in teaching vocabulary at SMP Nurul Abror there are steps that the researcher found in observation, there are:

Before the class was opened, the first step was the English teacher did preparation by saying salam and then the teacher gave some questions to the students about vocabulary that was given in previous meeting by the teacher after that, the teacher gave reward to the student who has given correct answer and he gave punishment to the student who has given an incorrect answer then the teacher checked the students by calling their name one by one in the students' attendance list.

The second step of learning process was the teacher gave vocabulary then the students write after that the teacher gave the *Snake and Ladder* Game and

used vocabulary that was related by the material that was written by the students than after playing the game, the teacher gave some questions about the vocabularies that was given in the game in order to know how the students understood the material or got the vocabularies that was given in the game by the teacher.

The last step, the teacher motivated the students to learn and repeat the material or remember the vocabularies that was got in the class after they were in their house than the close the class or learning process by doa and salam.

Based on these steps above, the snake and ladder game could make the students motivated and easy in learning vocabulary because this game had concepts that was helped the students easier in memorizing the vocabulary and it is related with Hanif Fatta, Zulisman Maksom, and Mohd Hafiz Zakaria statement, they said that games are sometimes related to “play” concept, as well as “fun” as they are basic character of humankind.⁸

2. The advantages and disadvantages of using *Snake and Ladder* Game to vocabulary mastery to student of SMP Nurul Abror.

a. Advantages of Using Snake and Ladder Game to Vocabulary

Based on the results of interviews and observations related. There are three advantages of implementing the Snake and Ladder Game in teaching Vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan.

⁸ Hanif Fatta, Zulisman Maksom, and Mohd Hafiz Zakaria, “Game-Based Learning and Gamification: Searching for Definitions,” *International Journal of Simulation: Systems, Science & Technology*, February 3, 2019, <https://doi.org/10.5013/IJSSST.a.19.06.41>.

1. Making the students easy to get and learn vocabulary

Based on the observation, the teacher implemented this game as the media of learning vocabulary and get the advantages of it that was able to make the students easy and enjoyable in learning and getting the vocabularies. After implementing this game, the students were able to practice the vocabularies in their speaking and easy to learn English Vocabulary more and by implementing the Snake and Ladder Game in teaching and learning process was very useful for them to memorize the vocabulary. It is the same with Richard and Renandya, they said that vocabulary is core component of language proficiency and provides much of basis for how well learner speak, listen, read, and write.⁹

2. The students can get many vocabularies

In learning, the teacher must give a game to give material to the students so that by that game, the students can get many vocabularies such as Verb, Transportation and Road, Passive and Active verb that some student did not know about it. Besides game can motivate the students in learning vocabulary, The *Snake and Ladder Game* is also able to make students learned and got information about pronunciation or Grammar because the teacher sometimes use sentences in the Game.

⁹ Jack C. Richard and Willy A. Renandya, *Methodology in Language Teaching* (New York : Cambridge University Press, 2002), 255.

3. Making the students enjoy in joining the learning process in the classroom

In this case that the advantages of *Snake and Ladder* Game is able to give enjoyment for the students during joining the learning process in the classroom. And the students feel more enjoy during joining the class and relax in remembering the vocabularies because the game can make me easy in memorizing the vocabulary because the students can get the new vocabularies easily and the students did not feel bored during joining the learning process of the classroom. Based on the interview data, the researcher was able to assume that the advantages of implementing the *Snake and Ladder* Game in teaching vocabulary according to the interview to the students and also the teacher of SMP Nurul Abror Tanjung Pegantenan Pamekasan is very helpful for them, such as for the English teacher said that this game can make the students are more enjoy and relax in joining the learning process in the class and for the students also said that this game can give many new vocabularies and it can help them to be easy in speaking or communication.

b. Disadvantages of Using Snake and Ladder Game to Vocabulary

There are two results of the observatin that is combined by the researcher. There are two disadvantages of implementing the Snake and Ladder Game in teaching vocabulary in the teaching and learning

process of the classroom at SMP Nurul Abror Tanjung Pegantenan Pamekasan, they are :

1. Requiring a lot of time in explaining it to students about it

Based on the observation and interview from the teacher and students, the researcher found that this game was requiring a lot of time to explain it to the students and this is related with theories that using snake and ladder game requires a lot of time in explaining it to students.¹⁰ because the students needed to understand it more because some of my friends needs much time in explaining the rules and the concept of it so when this game is played, the teacher should explains it before.

2. This game is only able to be played by 3 or 4 players, it needs long time to play.

The second disadvantages of implementation of Snake and Ladder Game in teaching Vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan needed long time because this game only consist of three until four students so we cannot play it more than 3 or 4 player. Based on the result of the interview above, the disadvantages of Snake and Ladder Game in teaching Vocabulary of SMP Nurul Abror Tanjung Pegantenan Pamekasan there were two results. The first, this game needed much time in explaining

¹⁰ *PracitraMedia pembelajaran Ular Tangga dalam materi IPS*
<http://pracitra.blogspot.com/2017/07/media-pembelajaran-permainan-ular-tangga.html>.access on june, 8-2021

the rules and the concept of it so when this game is played, the teacher had to explain it before and the second is the player of this game had to be more than 3 or 4 player because they thought if the player was more than 3 or 4 player, the game would be run faster and all of the student of the 3rd grade of SMP Nurul Abror would be able to join the game so those are the weakness of Snake and Ladder Game.

