

Horizon: Journal of Language, Literature and Linguistics

THE EFFECTIVENESS OF USING ROLLING BALL MEDIA ON STUDENT GRAMMAR UNDERSTANDING AT EIGHT GRADE OF JUNIOR HIGH SCHOOL

Fitriya Silva Sheti Moh. Arifin. M. Labib Al-Halim Universitas Billfath

silvasheti07@gmail.com, moharifin957@gmail.com, labibhalim27@gmail.com

Abstract

The research implemented Rolling Ball media in teaching grammar, the aim of this research was to test the effectiveness of Rolling Ball media on students' level of grammar understanding. Apart from that, the researcher chose a quantitative approach, namely quasi-experimental research with a non-equivalent control group design which includes two classes (experimental class and control class). with pretest and posttest, researchers implemented this research on class VIII students of SMPNU Al-Hidayah Maduran for the 2023/2024 academic year. Furthermore, the researchers found from the test results that students in the experimental class got higher scores than students in the control class. The t-test results show that Asmp-sig (2-tailed) 0.000 < 0.05. Finally, the researcher concluded that class VIII at SMPNU Al-Hidayah Maduran showed a significant increase in understanding grammar after students received learning using Rolling Ball media.

Keyword: Grammar Understanding, Rolling Ball Media, Simple Past Tense

INTRODUCTION

In human life, education is one very important aspect, with education will be available the knowledge and skills needed by individuals in surviving and developing. Education is a series of experiences designed to enable individuals to achieve their maximum potential (David, 2019). it requires conscious effort and planned effort to create a learning atmosphere and learning process in order that students can actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, skills needed by himself, society, nation and state. It means that the educational process in schools that is carried out between educators and students is directed at achieving educational

goals.

Proper learning is very important in the world of education, to ensure that students can understand and apply the knowledge and skills taught. An important element in education and supporting success in the learning process is the learning objective. With learning objectives, it provides clear direction and focus for teachers and students. To achieve learning objectives, there are several components that need attention. These components include materials or teaching materials, teaching and learning strategies, and evaluation or appraisal (Hoffer, 2000). The component of learning objectives will be more influential if supported by the use of appropriate learning media and attract students' attention, so that the expected learning outcomes can be achieved by students in accordance with the basic competencies. In learning, it is necessary interesting process in order to make the students easier to good receive, and appropriate learning. The development of this potential requires education must be student oriented. Thus, students must be seen as organisms that are developing potential because the task of education is to develop it.

The process of learning the use of learning media is very important, for several main reasons that contribute to effectiveness and quality in the teaching process. Interesting learning media can increase student interest and motivation in learning. Reiz (2009: 7) explained that learning media is everything something that can be used to funnel a message from the sender to the recipient of the message. In this case is the process of stimulating thoughts, feelings, attention, and interest and attention of students so that the learning process can be intertwined. Based on this statement, it can be concluded that the learning media is a tool used by teachers as teaching aids. Deep Learning interaction, teachers convey teaching messages in the form of material learning to students.

RESEARCH METHODOLOGY

The object of this research was the effectiveness using the Rolling Ball game for students' english garmmar mastery. The quantitative approach in this



research was used to help the researcher to achieve its goal. The method used in this research was an experimental research method. According to Davis (2004), stated that experimental research is the most reliable scientific research (most valid), because it is carried out with strict control of confounding variables outside the experimented. Most experiments in the field of education are generally carried out in order to innovate to improve the quality of learning. Therefore, it is usually related to efforts to examine the influence of new educational materials, media, methods, or practices on student learning outcomes. The aim of experimental research is to establish the law of cause and effect by isolating causal variables, the cause and effect relationship may not be the final view of reality, but the designation of cause and effect is useful in the same circumstances/conditions.

RESEARCH FINDING AND DISCUSSION

After getting the data from the test, then the researcher corelated the purpose of this research where the researcher wanted to find out whether there was a significant difference between the two groups, a control group that did not use learning media when the material was given and an experimental group that used rolling ball learning media when the material was explained. This research was conducted on eighth grade students at SMP NU Al-Hidayah Maduran consisting of 41 students, with details of 21 students as a control group and 21 students as an experimental group.

The data findings found that the effectiveness of students between the control group and the experimental group in understanding grammar, especially simple past tense, there was a very significant difference, using rolling ball learning media to make students in the experimental class superior. Bias can be seen from the results of data analysis following SPSS Version 22.

The total pre-test score for the control class is 941 with an average score of 44.8. The minimum score for the pretest is 30 points and the maximum score is 60 points. While the total pretest score of the experimental class is 1035, and the average score is 51.8. The minimum score for the pretest is 40 points and the

maximum score is 60 points. This indicates that a large number of students still struggle to comprehend grammar, particularly basic past tense content.

Table 1. Paired Sample Statistik

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	PRE-TEST	46.30	20	9.212	2.060
	POST TEST	92.10	20	3.972	.888

Table 1. showed some descriptive values of each test. It the average pretest score in the class was 46.30 out of 20 data. Standard the pretest deviation was 9.212 with a mean standard error of 2,060 posttest score was 92.10 out of 20 data, posttest standard deviation was 3.972 and the mean standard error is 0.888. So, it could be concluded that the posttest collects higher the score from the pretest so that the posttest standard deviation and standard error where be higher. In short, Rolling Ball media improved students' grammar understanding of class VIII SMP NU Al-Hidayah Maduran the 2023/2024 academic year.

The researchers decided to use a t-test to determine which hypothesis to accept, either H0 or Ha. We used paired-samples t-tests, and calculated both t-tests using SPSS version 22. Paired sample test was a test used to measure the value of pretest or posttest. This test was used to measure whether the pretest and posttest were both significant or not.

Table 2. Paired Sample Test

	Paired Differences								
				Std. 95% Confidence Interval				Sig.	
			Std.	Error	of the Difference				(2-
		Mean	Deviation	Mean	Lower	Upper	t	df	tailed)
	PRE- POST	-45.800	9.715	2.172	-50.347	-41.253	-21.084	19	.000

Based on the result in Table 2 the paired samples test was determined by the significance value. This value was later used to determine which hypothesis to accept. If the significance value was greater than 0.05, accept H0. Conversely, H0 was rejected if the significance value was less than 0.05. Based on the above results, the paired samples test Sig. (2-tailed) had a value of $0.000 \le 0.05$, i.e. Ha was accepted.

The results of this study are supported by the opinion of Rizka (2018) According the analysis of the data obtained through quasi-experiment reveals that there was significant difference between students' grammar understanding taught by using Rolling Ball media compared to those who were taught conventionally. The use of rolling ball media in learning can be one of the creative and interactive ways to improve students' understanding in grammar lessons. By using rolling ball media, students can be directly involved in learning, the existence of this media can help them remember the grammar concepts taught more easily.

The treatment took six meetings, with different treatments given to two classes, the experiment class was given simple past tense material teaching using the help of rolling ball media, while the control class was given teaching with material that the learning process was carried out conventionally. The use of learning media can have a significant impact on the learning process for students, it can be concluded that the classroom is more likely to be involved and motivated because the use of learning media makes the class more interesting and interactive, and helps students more easily understand complex material concepts. Meanwhile, the control class has difficulty maintaining focus and interest in the material being taught.

After the posttest was given to the two experimental and control classes, the researcher could conclude that there was a significant reduction in the two classes after being given different treatment, the experimental class showed more good changes and successfully received good learning. According to Branch (2009) the main function of learning media is as a means to achieve learning goals, by using learning media, the learning process will be more effective. The use of rolling ball learning media can enrich students' learning experience, increase students' understanding, involvement, and independence in learning. With the media, students can interact with the material that is taught well.

The use of "rolling ball" learning media has a number of important benefits in the learning process, this media can provide significant benefits in teaching grammar. This media helps to create a livelier and more interactive classroom dynamic, which can increase students' interest and motivation in learning. By using rolling ball learning media, researchers can create fun, interactive, and effective activities in improving the understanding of grammar system. This not only makes learning more interesting but also helps students be more self-absorbed and involved in the learning process.

Based on the results of the paired sample test, the significance value is determined. This value is then used to determine which hypothesis to accept. If the significance value is greater than 0.05 then H0 is accepted. Conversely, H0 is rejected if the significance value is less than 0.05. Ha is accepted if the significance value is less than 0.05. On the other hand, Ha is rejected if the significance value is more than 0.05. Based on the results of the paired sample test Sig. (2-tailed) has a value of $0.000 \le 0.05$, namely Ha is accepted and Ho is rejected. It can be concluded that the use of rolling ball media in teaching simple past tense material has a significant influence.

CONCLUSION

The conclusions in this research were based on the findings and discussion in the previous chapter, it can be said that the rolling ball media has succeeded in achieving students' understanding of grammar, especially simple past tense. By implementing learning using the learning media of the rolling ball game, students can get better grades than students who receive treatment without the learning media of the rolling ball game.

The average score of students' pre-test and post-test is shown based on the calculation results on SPSS 22 Version. The average pre-test score was (15.40), while the average post-test score was (82.00). The significant value is then displayed, which is less than the significant level (0.000≤0.05). It signifies that the alternative hypothesis (Ha) has been accepted and the null hypothesis (H0) has been rejected. As a result, it can be inferred that the Rolling Ball media application increased the effectiveness of VII SMPNU Al-Hidayah students' grammar understanding.

REFERENCES

- Abdurrahim, M. & Y., Nurhadi. (2011) The Effect of Using Rolling Ball Media in the Predict, Observe, Explain (POE) Learning Model. Jakarta: Indonesian University
- Azwar, S. (2011). Reliability and Validity. Yogyakarta: Student Library
- Badie F. (2016). Toward Concepts Understanding Relying on Conceptualisation in Constructivist Learning. 13th International Conference on Cognition and Exploratory Learning in Digital Age (CELDA). Denmark. ISBN: 978-989-8533-55-5
- Bonita, A. Pengembangan Media Pembelajaran Rolling Ball Untuk Materi Fungsi dan Invers, Jurnal JIDR 2, no 2, (2021), 71.
- Borg, W. R., & Gall, J. P.(1996). Educational research: An introduction. Longman Publishing.
- Branch, R. M. (2009) *Instructional Design: The ADDIE Approach*. New York: Springer
- Brookhart, S. M. (2013). How to Create and Use Rubrics for Formative Assessment and Grading.
- Bruner, J. S. (1973). The relevance of education. New York: Norton
- Calzon, B. (2023). Your Modern Business Guide To Data Analysis Methods And Techniques. New York: Springer
- David, E.T. (2019). *Democratic Education*. New York: Georgia University
- Gaikwad, N., & S., Tankhiwale. (2014). Interactive E-learning module in pharmacology: a pilot project at a rural. India: medical college
- Hoffer, T. B. (2000). Accountability education. New York: Query Academic
- Jhon, H. 2008. Esensi Desain Game: 20 Game Atari. New York 101558, USA
- Laela, M. (2017) Rolling Ball: Development of Learning Media for Speaking Arabic Language Class VIII Pekalongan: Lisanul Journal
- Mahajan, G. (2012). Journal Education and Practice, ISSN 222-1735 (Paper) 2222-288X (online) Volume 3, Number 1...Multimedia in Teacher Education: Perceptions and Uses. Accessed at May 5, 2014.
- Merita, A. (2019) Understanding Qollecting Tegnique Data. Yogyakarta: Universities Muhammadiyah Yogyakarta

- Reiz, Z. A.(2009). Using the information technologies at education: Water cycle in chemistry. XI.Academic Informatics Conference Pronouncements. SanlÕurfa: Harran University.
- Rizka, R. (2018). Development of Rolling Ball learning media on thematic learning. Malang: Universitas Islam Negeri Maulana Malik Ibrahim Malang
- Rizqina, L.(2018.) Development of Rolling Ball Game as a Learning Media for Writing Description Text Skills in Class VII Junior High School Students. Yogyakarta: PGRI University
- Santoso, Singgih. 2019. Mastering SPSS Versi 19. Jakarta: Elex Media
- Sharon, E. A. (2011). Instructional Technology & Media for Learning: Teknologi Pembelajaran dan Media untuk Belajar. Jakarta: Kencana