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## Teaching English Using Crossword for Spelling Correction

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### ABSTRACT

The purpose of this paper is for young learners to improve their spelling and decrease an error while they write something by using crossword. Crossword is a game that requires the player to put a correct order of word based on the clues that given, and the spaces are limited and connected so if the player give the wrong answer then all of that will be messed up. Because of that the writers think it's a good idea to use crossword for an activity in class of a young learner because it will help them to put a correct order for their spelling, and because it's a game the students will not get tense up and they will do the crossword with more relaxing atmosphere, and this paper used study literature method. And after this, the writers hope that the children will be more aware of their spelling and they can write easily because they already know the spelling.

*Keywords:* spelling, crossword, decrease error.

### Introduction

English is an international language, many people from many countries use English as their first language even in countries that English is not their first language but they still use it as their second language, it's impossible for us to not using English if we want to go abroad or maybe working abroad, of course we can't use our first language in another country, for example maybe using Indonesian language in America, people in America will confuse and didn't even know how to respond to that. So it's very important for any of us to learn English if we want to accepted in the worldwide. And for some people the most difficult or the concern one is how we write in English as English is not their first language, many people often not confident enough to write and moreover they write not in their first language, either it's because of their grammar, lack of words or maybe spelling.

People often underestimate spelling, even though the spelling is so important. Why? Because if we write something for work or something else and then we spell it wrong people will underestimate us, they will think how can you write a good essay or a good paragraph if your spelling is still in a mess, and of course you can rely on your computer for a spelling check but that's when you type in your PC or laptop but what about when you write something in a paper or even on a board and worse in front of many people? You cannot rely on your computer's spelling check right? So it's very important to know a right spelling because you can't always rely on something, but you have to do it by yourself. Spelling is a mentally challenging task (e.g., Aram, Abiri, & Elad (2013); Graham & Harris, 2000)

Spelling is important to learn in early age because at that age you can do or learn so many things at once and wrong spelling often indicated that when you in the school in the past you have a bad habit like maybe skipping class or not paying attention, like (Langan, 1942) said, "poor spelling often result from bad habits develop in the early school year". So

it's important to learn a right spelling from the early age, teaching spelling properly for student in early age is so important, and many study said that teaching kid or young learner is going to make such different impact rather than teaching them later but when we teach a student that still early in age, we often get distressed about how we teach them because at that age children often get bored and lost focus, it's important to get their interest first. While the skills that contribute to early reading are better understood, less is known about those that contribute to young children's early spelling (Aram, Abiri, & Elad 2013; Caravolas, Hulme, & Snowling, 2001; Puranik, Lonigan, & Kim, 2011).

Getting student's attention at that age is a little bit hard, but we can use a way to get their attention, using a game and in this case is using crossword.

Crossword can be use as a tool in classroom to help the teacher to teach their students, because at a young age student didn't have any interest to study moreover to study a foreign language, like been said students are not performing well in English language learning in any countries in the world, particularly when English is not their first language (Hashemi, 2011). So to improve their performance in class the teacher need to try something new for example games, because when we said we're going to play some game the student will start to relax and they will perform better. Because the power of gamification has widely been acknowledged in education to engage and motivate learners when used properly in classrooms (Hammer & Lee, 2011; Muntean, 2011).

### Research Question

The aim of this paper is to identify how crossword as a game in the classroom can improve student's performance in spelling.

### Theoretical Framework

According to Vygotsky, there are 3 steps of learning for children:

- Independent learning
- Learning is development
- Combining them.

**Independent Learning.** Children at first will have to read and understand the question first, at this stage the teacher hope that the children will learn by themselves or independent because they have to understands the question by them before they move to the next stage. In experimental investigations of the development of thinking in school children, it has been assumed that processes such as deduction and understanding, evolution of notions about the world, interpretation of physical causality, and mastery of logical forms of thought and abstract logic all occur by themselves, without any influence from school learning (Vygotsky, 1978). These statements prove that children can think and solve by themselves. Children can understand the games if we explain it well enough, and in this case the game is crossword, at first the students will try to understand the clue first before they began to move to the next stage, arrange the word in the box that already been prepared by their teacher in the crossword's sheet.

**Learning is Development.** Development, in this case, is the children or the student will improve or develop by understanding the clue more, they will understand what the word they will put in their box, and they will understand more in the term of understanding the word. In alphabetic languages, young children's spelling level provides evidence of their understanding of the alphabet system (e.g., Aram, Abiri, & Elad (2013); Richgels, 2008).

**Combining.** The third theory is by combining them to make a great way to teach young student's about spelling by using the game that is crossword, at first the children will try to understand the clue first and after they understand the clue they will try to put the word in the boxes in the sheet, if all of them are right they will have complete boxes that filled with all the word but if just one answer is wrong then all of that will messed up. By that we can see that first, the children will independently learn by understanding the clue then they will try to putting the word that they know alphabet by alphabet in the box, and if they right they will understand the word more by the clue that given to them, and the children will develop from just know to more understanding

### **Methodology**

This paper used study literature as methodology to prove that games can be used as a tool to improve student's performance in class. Children likes to learn but they love to play more, and if we can combining and developing it, it can make an effective way to improve the student's performance furthermore in this era children more accustomed to play games in their gadget, but if we can make them play in more traditional way, they will be more interested in playing it because it's something new to them. A passive learning environment will not stimulate them as they are used to greater pace and interactivity in life in general and so it is natural that they will need excitement and interactivity to support their learning (Kirkland, 2010).

Many research papers used games as their tool to improve student's performance in class, the power of gamification has widely been acknowledged in education to engage and motivate learners when used properly in classrooms (Hammer & Lee, 2011; Muntean, 2011). Games can increase student's interest because if we keep on telling them on and on without pause they will lose their interest and didn't pay any attention and in the end, they will not understand the material at all. Games offer a medium for students to explore and interrogate information in a fun and interactive way (Kirkland, 2010).

According to our statistical analysis, the group in which games were used showed significantly better results in the area of speaking, reading, grammar and the active use of advanced vocabulary whereas listening and writing competency was not significantly affected (Friehs, 16). Many researchers say that games can stimulate student's performance in class because Games can motivate children greatly and they are activities which are usually familiar to children as regards structure, rules etc. Due to this familiarity, they link back to the children's home background (Ioannou & Georgiou, 2010).

### **Literature Review**

Biggs (2003, p. 79) says; 'Being active while learning is better than being inactive'. And that is already proved by many research, especially for young learners instead of just sit still and listening, children prefer to play and do some other this while learning something, Games can motivate children greatly and they are activities which are usually familiar to children as regards structure, rules etc. Due to this familiarity, they link back to the children's home background (Ioannou & Georgiou, 2010)) and students can also engage more in class because of that activity because it is almost impossible to sit passively and not become involved in games, particularly when they are entertaining (Kirkland, 2010).

By playing crossword student's will also know their mistake quickly, because if they putting the wrong word in the box, it will affect other box and it will become almost impossible to finish the games, learning new vocabulary in a second language requires 5 to 16 exposures. In this sense, games help provide such exposures as they involve repeated

failures (Lui & LAM, 2014) and failure will be their experience, and they will not use that word again in the next time.

### Conclusion

Without a doubt, games can improve student's performance in class especially young students, because with a light atmosphere students will relax more and will participate in the class, even the shy one because who can sit still while the whole class has a fun atmosphere. Games can be used as a great tool in classroom if we use it right

Crossword is a kind of game that will help the teacher to teach young children about spelling in fun way, because even though its paper based but it's still a game and children of course love game, and based that research if we can make a fun rule then students will also get excited about it and engaging more in class. Wyckoff and Pryor (2003) say that a lightened mood can negate communication apprehension.

Using games and in this case, is using crossword as a tool in the classroom is highly recommended because it's a simple game that required simple preparation and a whole class can enjoy it.

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