

The effectiveness of the studycat application on early childhood english vocabulary mastery in recognizing animals at Kemala Bhayangkari 03 Kindergarten, Alai Padang

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Abstract

Considerable challenges, such as the underutilization of digital media for pre-literacy instruction, have prompted this study. Examining the efficacy of the Studycat app in teaching young children English vocabulary is the primary goal of this study. This study used a quasi-experimental design. In this research, 80 youngsters served as the population. Summarized in Indonesian. Various tests are used to analyze the data, including those for normality, homogeneity, hypothesis testing, and effect size. The comparison between the experimental and control groups' pre- and post-test averages revealed that the former had an average of 11.5 and 9.3, respectively, while the latter had an average of 11 after the experiment. This distinction arises because the Studycat app piques the attention of youngsters more than other learning tools since it allows them to play the app directly. The hypothesis test findings show this to be true since Levene's test of variance yields a significance value (sig) of $0.651 > 0.05$. It follows that the control group and the experimental group have similar or identical variances in the N-gain data. Accordingly, it is reasonable to assume that instructors' approaches to teaching English to young students vary significantly from the impact of the Studycat app.

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INTRODUCTION

The term "early childhood" covers the years between birth and six years of age according to Law no. 20 of 2003 concerning the National Education System. Early childhood education is very important because it lays the foundation for future academic achievement. Meanwhile, PAUD is a coaching intervention that offers incentive education; namely the period before basic education which helps children's spiritual and physical growth and prepares them for school in the future (Maimunah Hasan, 2009:15).

In future educational efforts, a solid foundation must be laid from early infancy, which is why preschool programs are so important. Apart from that, children have the ability to absorb a lot of data. Nowadays, children are paying attention and understanding everything (Saputra 2018). A person in the early years of his life exhibits traits that are typical for his age group as he grows and develops into adulthood. (Zulminiati 2018) recommend. From birth to age six, early childhood education programs receive educational incentives designed to foster their physical and mental development, as well as prepare them for future training (Shofia and Dadan 2021). Education starting at an early age, which is sometimes referred to as the "Golden Age" of human resource development, is the most basic type of education.

This time frame covers the first six years of a child's life. For the sake of the training process and the results, this is a very important age. Physical, mental, emotional, social, and spiritual capacities, as well as many other abilities, are perhaps most fully realized at this time. The majority of the world's population uses English as their main language. Therefore, children should start learning English from an early age.

Teaching English from an early age is very important because English is an international language and the main means of communication outside Indonesia. This is in line with the opinion expressed by (Sukmawati, Rohmah, and Sabriana 2023) that English is not the mother tongue in Indonesia. Even though Indonesian society views English as a foreign language, it is important for children to learn English. This is due to the fact that English serves as the main medium of communication outside Indonesia and is usually used for basic international contacts

Regarding the views expressed by (Firdaus et al. 2020), It is very important for all individuals to have proficiency in English in our contemporary era. Therefore, starting English language teaching early is very important. Young children can benefit from playing educational games in English as a means of increasing their vocabulary. According to (Tri Widyahening and Sufa 2021), There are a variety of interesting and appropriate educational resources that teachers can use to teach new English words to young students.

Media for language acquisition also need to start a new chapter. PAUD English course materials need to be updated. New forms of media aimed at teaching English to young students are increasingly taking inspiration from the digital world (Purandina 2021). Media that, when presented in a learning context, elicits the intended meaning is considered learning media. Every medium has a purpose, and that purpose is to teach something to students.

The following is a list of required materials: Developed using a more methodical and psychological learning approach to provide appropriate and efficient direction. Apart from being entertaining, educational media must be useful (Yuniarti et al. 2023). Educators play an important role in the development of their students' English language proficiency through their work with young learners (Pramawati and Wirastuti 2021). In order for young children to become more fluent in English, one strategy is to increase their vocabulary. Vocabulary development is an important part of teaching English at an early age. So that students can receive, understand and absorb new vocabulary when learning it in class and when using it in real life, effective and appropriate delivery strategies are needed.

Teachers can acquire English vocabulary in various ways (Ulumudin, Herdiyana, and Nurfatimah 2023). This kind of learning can be personalized to meet the needs of each student by incorporating meaningful and differentiated learning. Children's capacity to speak English will be enhanced through exposure to the language (Sahetapy et al. 2023). In conclusion, it is very important to introduce English and its vocabulary to children from an early age to help them develop their language and communication skills.

Introduce children to the purpose of language, develop critical thinking, and help them build vocabulary, basic phrases, and grammar using the Studycat app, a game-based learning tool. One type of

educational media that combines visual and auditory components is studycat. The digital generation is now very fond of audiovisual media.

A previous study by (Firdaus et al. 2020) shows that creating creative games is one approach to overcome the shortcomings of traditional methods in teaching English vocabulary to children. One possible use of creative games is as a teaching tool. According to research conducted by (Fatima et al. 2019). Students tend to be more successful in meeting learning objectives when their teachers are highly motivated to make their lessons interesting and relevant. As students grow intellectually and emotionally during the learning process, we can see how well we are meeting our learning goals.

The reality that researchers found when conducting research was that there was still limited use of digital media in introducing English to children. Apart from that, teachers also have not implemented interactions using English because of obstacles such as the teacher's lack of ability to interact using English with children. By using the Studycat application, it is hoped that it will be able to help teachers introduce English to children.

METHOD

The method used in this study is quantitative with a quasi-experimental design. Quasi-experimental is a type of experimental research where researchers do not randomize in determining the subjects of the research group, but the results achieved are quite clear, both in terms of internal and external validity (Yusuf, 2014: 78). The approach taken by the author in this study is experimental, where researchers test the effectiveness of the Studycat application in introducing English vocabulary to children at Kemala Bhayangkari Kindergarten 03 Alai Padang. The subjects of this study have two groups, one consisting of experimental individuals and one control subject, used in this study, where one group uses the Studycat application to learn, and the other watches animated videos. The data collection technique used by researchers in this study is an oral action test. An oral test is a test that requires responses from students in oral form with their own language according to the questions given. While the action test is a test that can collect data by evaluating various actions, behaviors, and work results of children during the learning process using the Studycat application. For the validity of the data obtained through activities or learning processes with children, researchers also complete the data with documentation of activities carried out by researchers with children. Sugiyono (2017:333) said that data analysis is very necessary in drawing results from research.

This study analyzed data using SPSS 25 to obtain the final results. The results of the study showed that the use of the Studycat application had an effect on children's mastery of English vocabulary in recognizing animals, because there was an increase in children's pre-test and post-test scores.

RESULTS AND DISCUSSION

Result

This research uses the t-test obtained from the results of hypothesis testing using SPSS 25, before testing the hypothesis, normality and homogeneity tests are carried out.

Table 1. Normality Test for Experimental Class and Control Class Using SPSS 25

		Tests of Normality					
		Kolmogorov-Smirnov ^a			Shapiro-Wilk		
	Kelas	Statistic	df	Sig.	Statistic	df	Sig.
hasil	pre-test kelas eksperimen	.145	10	.200*	.936	10	.506

penilai an	post-test kelas eksperimen	.259	10	.149	.825	10	.029
	pre-test kelas kontrol	.251	10	.075	.831	10	.034
	post-test kelas kontrol	.308	10	.163	.756	10	.004

*. This is a lower bound of the true significance.

a. Lilliefors Significance Correction

In table 1 the value of the Kolmogorov-Smirnov sign is 0.200 in the experimental class, while in the control class it is 0.075. Based on previous results, it can be concluded that the data is normally distributed with a value greater than 0.05

Table 2. Pre-test Homogeneity Test for Experimental class and Control class using SPSS 25

Test of Homogeneity of Variances

		Levene Statistic	df 1	df 2	Sig .
gain score	Based on Mean	15.065	1	18	.271
	Based on Median	5.556	1	18	.329
	Based on Median and with adjusted df	5.556	1	11.623	.329
	Based on trimmed mean	15.380	1	18	.306

In table 2 shows that the data is homogeneous based on the IBM SPSS 25 significance value of 0.271 based on the mean. This value is more than 0.05, namely $0.271 > 0.05$. Decisions about homogeneity tests are based on:

1. We can say that the data is homogeneous if the sig based on the mean is more than 0.05.
2. Data is not considered homogeneous if the significance value (sig) derived from the mean is less than 0.05.

Table 3. Hypothesis Testing Results Using SPSS 25

Group Statistics					
	Kelas	N	Mean	Std. Deviation	Std. Error Mean
gain score	kelas eksperimen	10	3.30	1.703	.539
	kelas control	10	1.90	.568	.180

It is clear from the statistics in table 3 that the experimental class has an N-gain of 3.30 while the control class has an N-gain of 1.90. Considering the increase in scores before and after treatment, the data above can be used to illustrate that the use of the Studycat application influences the introduction of English vocabulary in children.

Discussion

Early introduction of English is very important, because young age is the right age to teach anything including English, because English is an international language and thus can support your child's career in the future. In line with Vygotsky's opinion that language is an important tool for children in communicating. In addition, language is an important part of learning verbal and nonverbal communication (Wicaksono, L. 2016). The use of learning media has a significant influence on the results of learning objectives. The fact that there is no time to practice vocabulary is often an obstacle, because it is not difficult for teachers to understand vocabulary and, most importantly, practice it (Widyaastusti and Kusumadewi, 2018).

However, in the importance of introducing English to children, we must still pay attention to the characteristics and stages of development of early childhood. According to Khairani, Ade Irma (2016) Ideally learning English is from an early age, especially before the age of 12 years. The use of learning media used in mastering English vocabulary shows a very important role (Liyana and Kurniawan, 2019).

When researchers conducted research at Kemala Bhayangkari 03 Alai Kindergarten, it was seen that the children were very enthusiastic and excited in carrying out learning. The learning carried out seemed different from usual because the children felt directly using a laptop to play while learning, so that with the children's enthusiasm in learning, they could easily introduce English to children. Based on the results of the analysis of the research data that has been carried out, it can be concluded that the Studycat application is very effective in introducing English vocabulary about animals to children. Early introduction of English is very important, because young age is the right age to teach anything including English, because English is an international language and thus can support your child's future career. However, in the importance of introducing English to children, we must still pay attention to the characteristics and developmental stages of early childhood.

CONCLUSION

Introduction to English from an early age is very important, because young age is the right age to teach anything, including English, because English is an international language and thus can support your child's future career. However, in the importance of introducing English to children, we must still pay attention to the characteristics and stages of early childhood development. When researchers conducted research at the Kemala Bhayangkari 03 Alai Kindergarten, it was seen that the children were very enthusiastic and enthusiastic about carrying out learning. The learning that is carried out seems different from usual because children experience directly using a laptop to play while learning, so that with children's enthusiasm for learning they can easily introduce English to children. In line with Vygotsky's theory which states that developing language can make it easier for children to communicate and this increased ability is due to communication that occurs between the child and his surroundings.

Based on the results of research data analysis that has been carried out, it can be concluded that the studycat application is very effective in introducing English animal vocabulary to children.

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