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THE USE OF OCTALAND FLASHCARD APPS AS MEDIA IN TEACHING VOCABULARY TO YOUNG LEARNERS
(A Qualitative Research at Young Learners EFL Classroom)
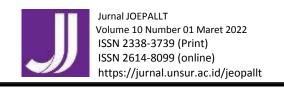
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ABSTRACT

Vocabulary is list of words with their meanings, especially for learning a foreign language (Richard, 2002:4). In learning vocabulary, media can be used to transmit the information from the teacher to the students. Conventional flashcard as a media is commonly used in the classroom. In this case, Octaland Flashcard Apps can become alternative media for teaching vocabulary to young learners. This study aims 1) to illustrate the process of teaching vocabulary to young learners by using Octaland Flashcard Apps; 2) to investigate the strengths and weaknesses of the use Octaland Flashcard Apps as media in teaching vocabulary to young learners; and 3) to investigate young learners responses toward the use of Octaland Flashcard Apps in Teaching Vocabulary. This research was qualitative research conducted in SD Negeri Jamaras Cianjur at the fourth grade elementary school. The instrument used observation, interview, and questionnaire. The result of analysis shows that in implementing Octaland Flashcard Apps the teacher divided the activities into three: Pre-teaching, While-teaching and Post-teaching. However, the learners also stated that there were some words that difficult to spell and the learning was a little boring because they had to wait for their turn to scan the flashcard. Furthermore, the students felt that the learning needed more opportunities and various cards, and they wanted to continually use this Octaland Flashcard Apps for their learning.

Keywords: *Vocabulary, Young Learners, Media and Octaland Flashcard Apps*

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INTRODUCTION

Vocabulary is very important yet it is the most difficult part of English for the students. When teaching vocabulary, teachers may need to consider grammatical choices and environments for the words and when teaching grammar they may need meaningful contexts and typical lexical combinations (Maolida, 2017). This statement shows that the role of teacher is very important to select and create the environment of class to be active and attractive. The teacher should know about what the student must do to reach the goals in learning language.

To create an interesting classroom for young learners, one way that can be done by the teacher is by using teaching media. Teaching media is defined as range of objects, pictures and other things that can be used as instructional media to present and manipulate language and to involve students in activities (Hammer, 2007). One of the most common media for teaching vocabulary to young learners is flashcard.

Flashcard is cards on which word or picture are printed or drawn (Haycraft 1997:102). Flashcard that is commonly used is conventional flashcards. By the advance technology, the flashcard is not longer conventional. Now, Many application offer a flashcard with techno-based for example Octaland Flashcard Apps. Octaland flashcard Apps is an application offered by Octaland that use augmented reality (AR) which can be beneficial for english teaching.

THEORETICAL FRAMEWORKS

Vocabulary is an important segment in language. Vocabulary */vəˈkæb.jʊ.l ə r.i/* is one of the part of speeches that link to a *noun*. It means all the words known or used by a particular person (Walter, 2008).Based on the explanation above, vocabulary is one of the important things as the list of words that people use for communicating in particular context. English as a tool for communication in facing the world should be taken in EFL classroom because it is something new for the student and it can be basic link to connect with other four skills in English language learning such listening, speaking, reading and writing (Nurmalasari, 2014).

Teaching Vocabulary

Vocabulary is very important to express feeling and idea. According to Finochiaro (1974: 38) cited in Nurmalasari (2014), vocabulary will make the students practice life and will strengths belief that English can be used to express the same ideas or feeling they express in their native language. This is one of the reasons why the teachers should have advanced knowledge on their teaching process. Wallace (1982:207) cited in Nurmalasari (2014) explains that teaching vocabulary should consider these following

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factors:1) Aim, 2) Quantity, 3) Need, 4), Frequent Exposure and Repetition, 5) Meaningful Presentation, and 6) Situation and presentation.
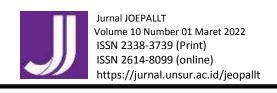
Media

Media has come from *latin "Media"* and be the plural of word *"medium"*. It means as a connector that vehicle to send information about learning (Bahri and Aswan, 2002). From that expert explanation, media can be defined such human, things, or some phenomenon that help the learners to get knowledge and skill. According to Kasihani (2007: 100), media is any extension of man which allows him to affect other people who are not in face with him, thus, communication media include letters, television, film, radio, printed matters and telephone (Helmie & Susilawati, 2018). In this case, media is important things in teaching learning process to send the information about the subject of learning to student. Then, media is the equipment that send the information of learning to learners to reach the goals of learning.

Teaching Media

To create an interesting classroom for young learners, one way that can be done by the teacher is by using teaching media. Teaching media is defined as range of objects, pictures and other things that can be used for presenting and manipulating language, and for involving students in activities of all kinds (Harmer, 2007). This explanation shows that the media has an important role in teaching activities. The media can help the student to access the English lessons to reach the goal of the learning.

The Differences Between Flashcard and Augmented Reality (AR) Flashcard

Flashcard is one of the media that usually used in English learning as well as other media such cartoons, maps, puppets and so on. According to Kasihani (2007:109) cited in Septarini (2016) flashcard is cards measure A4 papers amount to 30 to 50 cards. Every card contain of picture and name of it picture. Usually flashcard grouped appropriates with it varieties, for example group of picture fruits, animals, vegetables, transportations and etc. According to Halliwel (1992:41) cited in Septarini (2016) states that flashcards are kinds of cards contain pictures, words,

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instructions that are arranged in various combinations. The pictorial form of flashcard is chosen with assumption that pictures give a clear concept of what a word or structure may mean. This explanation is still in the definition of conventioanal flashcard. By using flash cards, young learners are given something simpler than other media which had been used. Moreover, young learners also can build their own imaginary from the pictures they have been seen.

In this modern era, technology has influenced many sector, one of them is in flashcard. Flashcard that has been influenced by the technology is called Augmented Reality (AR) Flashcard. Augmented reality (AR) is a direct or indirect live view of a physical, real-world environment whose elements are "augmented" by computer-generated perceptual information, ideally across multiple sensory modalities, including visual, auditory, haptic, somatosensory, and olfactory (Patrick, 2017). Besides that, Carmigniani (2011) supported Patrick's explanation in his paper "Augmented reality (AR) as a real-time direct or indirect view of a physical real- world environment that has been enhanced/ augmented by a adding virtual computer- generated information to it". Based on the expert explanation, this Augmented Reality (AR) is one of the creations of technology that can be suitable for young learners in this era.

Young Learners and Their Characteristics

In general, the young learners are the children at the age between six up to eleven years old which are enthusiastic to know and learn everything. Young Learners are learners that learn in first step, and they can proceed into next level based on their skill. The teachers can give young learners lesson in basic or beginner level. Cameron (2001) said that young learners is children that lose interest more quickly and are less able to keep themselves motivated on tasks they find difficult.

Young learners have some characteristic. Then, Harmer (2010) cited in Mustika (2015) states some general characteristic of children as below:

1. They meaning even if they do not understand the words,

2. They often learn indirectly than directly,

3. Their understanding comes not just from the explanation, but also from what they see hear and crucially have a chance to touch and interact with their sense.
4. They generally display an enthusiasm for learning and curiosity about the world around them.
5. They have a need for individual attention and approval from their teacher,

6. They are taken on talking about themselves and responding well to learning that use themselves and their own lives as main topic in the classroom.
7. They have limited attention span, unless activities are extremely engaging can make them easily getting bored, losing interaction after 10 minutes or so.

Definition of Octaland Flashcard Apps

Octaland flashcard Apps is an application offered by Octagon Studio that use augmented reality (AR). It is the application that using unique 4D flashcard that can be scanned by Android or Apples to realive each character on the flashcard (Octagon Studio, 2018).

Flashcards are no longer boring with Octaland Flashcard Apps. This app will be created innovative and unique media to teach vocabulary to young learners. That flashcard will be scanned by the camera on the apps and will show the 4D amination about job and occupation. The 4D animation on flashcard brings the user a new way of seeing occupations in agmented reality.

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RESEARCH METHODOLOGY
Research design

This research applied a qualitative research design, Bodgan and Taylor, (1975:5) as cited by Setiyadi (2006: 119) mention that qualitative research is the procedure of the research that produce the descriptive data such written or oral words of the human and its behavior whose can be observed. The goal of qualitative descriptive study is to generate a comprehensive summary of events at the moment (Sandelowski, 2001).Based on the explanation above, this research applied qualitative research that observed the use of Octaland Flashcard Apps in teaching vocabulary to young learners. This research used observation, interview and questioner to answer the research problems.

Subject Participants

This research deals with promoting young learners vocabulary by using Octaland Flashcard Apps. It was conducted at SD Negeri Jamaras in academic year of 2017/2018. It is located in Jamaras Cugenang Cianjur West Java. The researcher involved grade fourth students of SD Negeri Jamaras that located in Jamaras Cugenang Cianjur. This school is one of elementary schools that has good quality in the district of Cugenang. The school considered that the students' vocabulary should be improved, so the school gave the opportunity to the writer to conduct the research. Besides that, the researcher knows about the teacher and some students in that school so it was easier for her to begin the study.

Data Collection

The researcher used qualitative method in collecting the data. This method took observation, questionnaires and interview. The data were in the form of words taken from the result of observation. It was done to know the situation of the teaching learning process, the illustration strengths and weaknesses of Octaland Flashcard Apps and the illustration of young learners responses. Then, the researcher also took the interview to get some data to know the strengths and weaknesses of the media in this case Octaland Flashcard Apps and other aspect that needed to illustrate the details information. The last, the researcher took questionnaires to know the response of student about the Octaland Flashcard Apps as media in learning vocabulary. Each division is explained below.

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FINDING AND DISCUSSION

The Process of Teaching Vocabulary to Young Learners by using Octaland Flashcard Apps

It was interesting to discuss in the teacher preparation for her teaching. It can be assumed that the teacher is quite-creative and innovative to create her teaching vocabulary to young learners. As we could be seen from the interview, the teacher did preparation. The teacher did preparation creatively to create innovative learning. The teacher preparation were 1) choosing the theme or topic lesson for teaching young learners, 2) choosing Octaland Flashcard Apps in theme job and occupation, 3) downloading Octaland 4D Application on Google Playstore, 4) making Lesson Plan, and 5) taking mini speaker to sound out the effect from this Octaland Flashcard Apps. The process of teaching vocabulary to young learners by using Octaland Flashcard Apps had some step in the practical at the classroom. It was divided into three parts they were pre-teaching, while-teaching and post-teaching. The first was the pre-teaching which was in this activity the teacher did greetings, praying, checking the attendance and reminding the previous learning. The second was the while-teaching which was in this activity the students were given Octaland Occupation Flashcard by the teacher and then they scanned their each flashcards to the cameras on the Octaland flashcard Apps. The students did three activities in this step they were role play in a group, survey games and written test.

The last as the third step on the process of teaching vocabulary to young learners by using Octaland Flashcard Apps was post-teaching which in this step, the student and the teacher did reflection and motivation to the students.Then, it was also interesting to discuss that in the Pre-Teaching has done some principles in teaching vocabulary that stated by Wallace (1982: 207) cited in Nurmalasari (2014) "teaching vocabulary should consider these following factors: 1) aims, 2) quantity, 3) need, 4) frequent exposure and repetition and 5) meaningful presentation and 6) situation and presentation. The teacher told the student about the learning and repeated the previous learning. It is important to the student having repetition because repetition can create behavior. So the learning will be meaningful and effective to learn language.Then, based on the survey games, the writer concluded that the teacher had played some techniques in teaching vocabulary to young learners by using Octaland Flashcard Apps. The students lookes happy and enthusiastic to follow the teacher's instruction. From the data of post-teaching, the researchers had some interesting aspect that should be discussed. From this stage, the teacher and student interacted each other one of them because the media. The teacher sent the information to the student about vocabulary that was important to young learners by using media Octaland flashcard

Apps. It was seem with Heinich in Daryanto (2010: 4) who stated that media is intermediary or inductor between speakers to the listeners in communication. Media was connector between teacher and students to reach the goal of the learning language.

The Strengths and Weaknesses of Octaland Flashcard Apps as media in teaching Vocabulary to young learners

There were at least four strengths from her used of Octaland Flashcard Apps. The strengths of this Apps were 1) young learners are very happy and enthusiastic, 2) Octaland flashcard application sound native speaker language, 3) the apps is also added by cheerful music background, and 4) this apps adequate for teaching English because can be multifunction media. The explanation can be seen as below.

There were at least two weaknesses from her used of Octaland Flashcard Apps from the data of observation. They were 1) This apps needed well signal and very well internet connection in processing the apps, and 2) Octaland Flashcard Apps needed also well-lighting to scan the flashcard, 3) the students looks bored because of waiting their turn to scan the Octaland Flashcard Apps.

The student looks bored because of waiting their change to scan the Octaland Flashcard Apps. This was seem with the explanation by Harmer (2010) cited in Maolida (2015) that stated young learners has limited explanation span and losing interaction after 10 minutes. This weakness has managed by the teacher to keep their interest in the classroom. The teacher was giving her disciplined but still in calm. The teacher has followed the statement of the expert, Brown (2001: 87) cited in Nurmalasari (2014) that "to successfully teach children a second language requires specific skills and intuition that differ from those appropriate for adult teaching.

Young learners responses toward the use of Octaland Flashcard Apps in learning vocabulary

This part explored the third research question about young learners response toward the Octaland Flashcard Apps in learning vocabulary. The instrument open- ended questionnaire was used in this research. The questionnaire consisted of five questions that related to the third research questions about the students responses toward the use of Octaland Flashcard Apps. The questionnaire is used to find out the students responses toward the use of Octaland Flashcard Apps. The students response that the researcher found were 1) Octaland Flashcard Apps create fun and interesting learning for them because they could learn and play at the same time, 2) they easier to remember and understand English vocabulary and very motivated to learn English because the characters on that flashcard could be alive as real object 3) there was a word that difficult to be spell, the students felt a little bit bored because they have to

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wait for their change to scan the cards and the students felt the learning needed more opportunity with other cards, and 5) they wanted to continually use this Octaland Flashcard Apps for their learning.

Most of the young learners interested that Octaland Flashcard Apps gives some benefits to them. Octaland flashcard apps was a media that interesting for them to learn English vocabulary. They are as young learners who like color and, imaginative things feel excited to learn vocabulary by using Octaland Flashcard Apps. It seem with the expert explanation, Wallace (1982: 207 as cited in Nurmalasari, 2014) stated teaching vocabulary should consider situation and presentation. It means the teacher is very needed by the students to learn and use the appropriate words in learning. The environment of the class should create fun and interest learning for the students.

CONCLUSION AND SUGGESTION
Conclusion

The use of Octaland Flashcard Apps in teaching vocabulary to young learners made the young learners interested, enthusiastic and enjoyable in learn vocabulary. The qualitative data showed that the learning vocabulary by using Octaland Flashcard Apps was implemented in three parts they were pre-activities, While-Activities and Post-activities. The teacher used group works, survey games and a paper test in her teaching. The group works and discussions during the learning vocabulary had given positive activities and motivation for the student.

Octaland Flashcard Apps as media created interesting teaching learning for the students. The process of teaching and learning activities became interesting and motivating language input for the students. It helped them to understand and keep in interest language.Octaland Flashcard Apps provided the students to share their feeling and idea to work in group.on the other hand, the use of Octaland Flashcard Apps as media in teaching vocabulary to young learners brought some drawbacks. It cost a lot of internet connection, needed a careful supervision and caused a loud noise because the some of the students had pausing time to get their change to scan their flashcard.

Suggestion

Finally, this research brings the researcher to propose some suggestions to the English teacher, the students and other researchers.

1. To the English Teacher

   Firstly, besides considering the rules of the government education, the English teacher should consider their want as well. Therefore, they will be more enthusiastic,

motivated and meaningful learning for them. Secondly, feedback is crucial for looking the students progress both in achievement and motivation. The teacher will be more get success learning if the lesson is added with the completed media such speaker which well-qualified, projector or some smartphone to reduce pausing time for waiting the student change. Then, the teacher can consider the students to use the vocabulary in their class continually.

2. To the Student

The students need to learn more about English vocabulary although their motivation and their paper test was great. The students have to more practice on school or outside of the school to develop their vocabulary because nowadays vocabulary is very important in many sectors.

3. To other researcher

The researcher encourages other researchers to conduct further research on process teaching vocabulary to young learners. It hopes to enrich the literature on teaching vocabulary to young learners. The researcher suggest to those who are interested to do so they have to understand first in the characteristics of young learners and the theories of the foundation both the media and the characteristics of the subject research. Furtermore, it needs careful and well-preparation before using this apps so the understanding of this apps is very important to created successful learning.

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