Training on Designing English Language Vocabulary Game and its Use to English Language Teachers in Tempel Sub-District, Sleman Regency

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ABSTRACT

Vocabulary learning in Junior High School which is supposed to be the basic for learning English in the next level has not been conducted effectively. Madya (2017) in the preliminary study of his research stated that teachers taught the vocabulary explicitly because of the lack of time to complete the well-prepared teaching material. Based on the stated problem, the PPM Team held Training on Designing English Language Vocabulary Game and its Use to English Language Teachers in Tempel Sub-District, Sleman Regency. Training has been conducted at SMPN 2 Tempel which has a computer lab equipped with internet access. The training participants were 10 English teachers who have basic skills of using computers. In this 4-meeting training, participants gained knowledge about learning vocabulary and the use of ICT in learning through attending lectures. In addition, participants also immediately practiced making vocabulary game media. PPM produces: (1) List of the first 1000 English words accessed from the internet; (2) A list of words that represent objects that are very often found in students' daily lives and activities that students often do; (3) List words according to themes, which include nouns, verbs, traits, adverbs; (4) 200 thematic CWPs with key answers; (5) 200 thematic WSPs with key answers; (6) 200 Matching word-picture with the answer key; (7) 200 drawing cards with the answer key; (8) Skills to use media devices (through practice). The training results will be handed over to 5 schools sending their teachers to be applied in these schools.

Kata Kunci: *vocabulary learning, training, ICT*