

## CHAPTER III

### RESEARCH DESIGN

This chapter discusses about the development model, the procedure of development, and tryout of product. Those are will explained more below.

#### 3.1 Development Model

The researcher uses Developmental design in the study because the study designed to develop the vocabulary test which can be applied in real education. In the end of the study, the product of this research is a program of vocabulary test which is implemented at MI Ma'arif Sidomukti. This vocabulary test program developed for the 5<sup>th</sup> grade students of MI Ma'arif Sidomukti.

Some steps need by the researcher to do this study in developing the vocabulary test, the researcher use ADDIE Model from a lots of instructional development models. The example of design likes the table below:

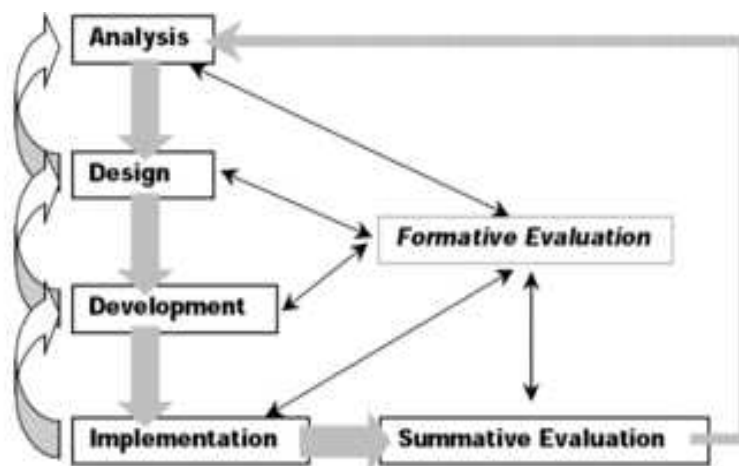


Figure 3.1 Steven J. McGriff's ADDIE Model  
([http://wikieducator.org/Evaluation\\_of\\_eLearning\\_for\\_Best\\_Practice](http://wikieducator.org/Evaluation_of_eLearning_for_Best_Practice))

The researcher chooses other ADDIE Model that was modified by Candra Hadi Asmara (2011), the modified model like below:

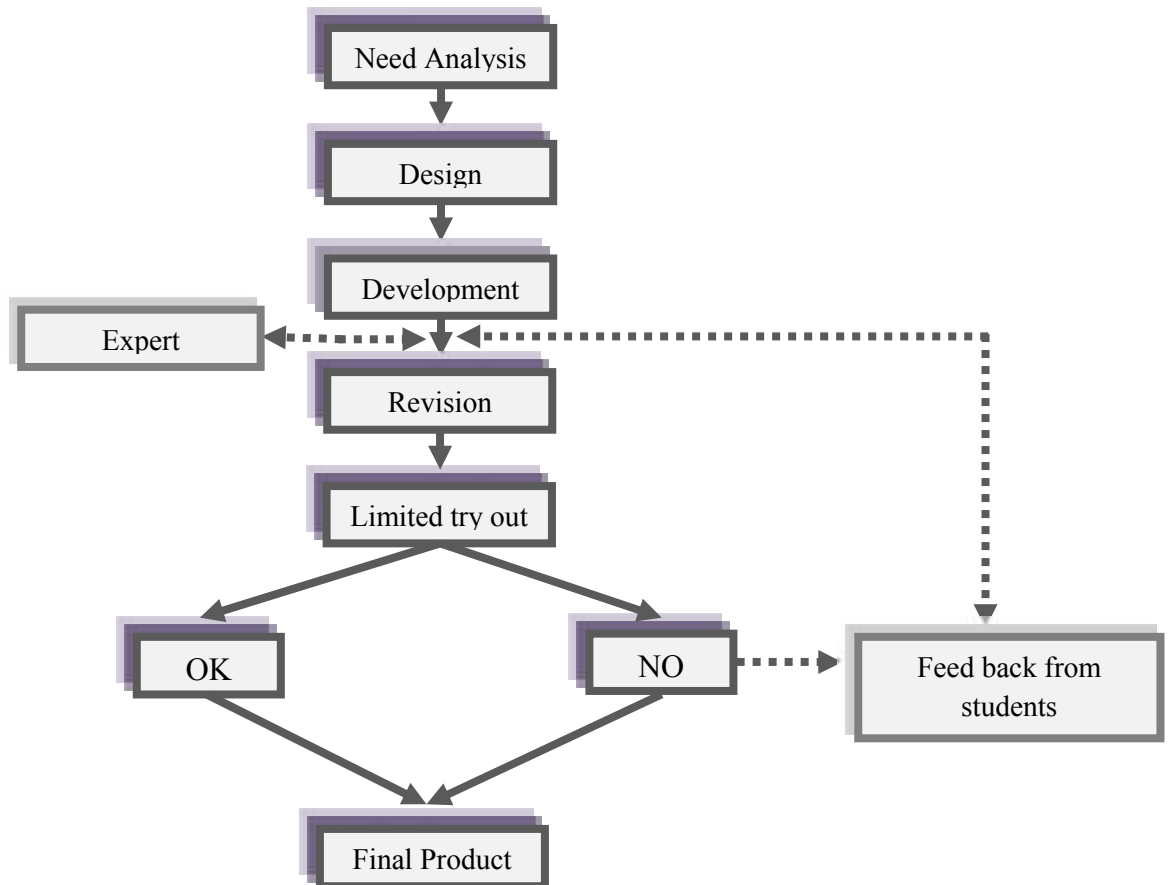


Figure 3.2 Modified ADDIE Model

### 3.2 Try out Subject

The researcher took ten students from 30 students of the 5<sup>th</sup> grade in MI Ma'arif Sidomukti randomly as try out subject.

### 3.3 Instruments of Data Collection

The researcher used some instruments in collecting the data. Those were interview, checklist and questionnaire. Interview will do with the teacher English

at 5<sup>th</sup> grade about how the teacher gives a vocabulary test to know the student's ability. For the checklist has been given to the expert. The questionnaire will be given to the 5<sup>th</sup> grade students of MI Ma'arif Sidomukti.

### **3.4 Procedure of Developing Vocabulary Test**

The procedure of developing vocabulary test consist of two procedures, they were need analysis and design instruction. That will be explained more detail below.

#### **3.4.1 Need Analysis**

Firstly, the researcher will ask permission letter from the faculty to propose in the school headmaster. Then the researcher interviewed the English teacher about curriculum, syllabus, English book and how the teacher ways to test student's vocabulary to get the need analysis. After that, the researcher collects and analyzes the data to know what the learner need and the target need of English Vocabulary test in the school, especially for the fifth grade students of MI Ma'arif Sidomukti. Then the researcher discovers the problem solution of the target need. So the researcher creates thing or develop the previous data.

##### **3.4.1.1 Target Needs**

Based on Hutchinson and Waters (1987:54), target need is what the learner to do in target situation. It is more useful to look at the target situation in terms of the necessities, lack and wants. According to that statement the researcher tries to find the target need by asking the students in the form of questionnaire and interview the English teacher. The questionnaire is given to 30 students from the population of the fifth grade that is 79 students. The result of the questionnaire

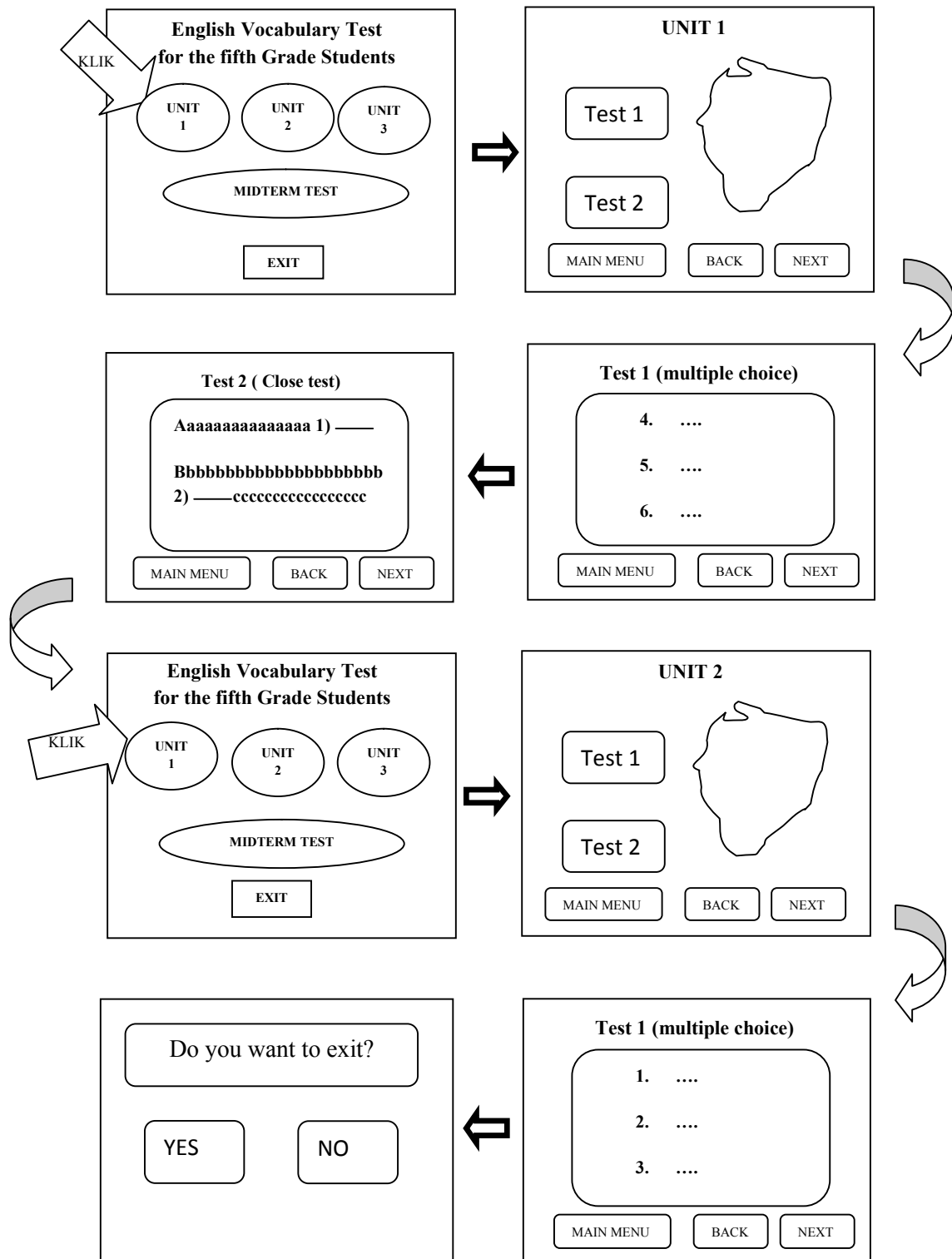
indicated that the students interested with the researcher's program. They said that the program is interesting test because the test as like as playing game. The purpose of the target need is to get the students awareness why they need vocabulary test.

#### **3.4.1.2 Learning Need**

Based on Hutchinson and Waters (1987:63), what knowledge and abilities will the learners require in order being able to perform to the required degree of competence in target situation. It refers to what is their method in English test is good enough, which is using questions and answer orally and paper pencil test based. The method tests make feel bored if it applied continuously. The researcher thought that she will use computer to test their vocabulary after observe the facilities of the school such as computer and language laboratory. Moreover, almost the students prefer the computer lesson.

#### **3.4.2 Design Instruction**

After identified the need analysis, the researcher designed the media test by making a draft of flow chart of multimedia CD-ROM. The researcher only applied the curriculum and English student's handbook that learned by the 5<sup>th</sup> grade students of MI Ma'arif Sidomukti. The researcher only focused on the testing student's ability in mastering vocabulary. The design of the vocabulary test made more interesting to make students fun in testing vocabulary. The media completed by picture and sound. Here the sample of draft or flow chart:



Flow chart of Development

### **3.4.3 Developing Vocabulary Test**

The researcher developed the vocabulary test in a form multimedia-CD ROM. This media consist of some activities: for the first, the students would be drill or remembered with the vocabularies that has learned previous meeting.

The second part, the students would be introduced with Hot Potatoes especially in J-Quiz and J-Match program which help them to test their knowledge in vocabulary. Those are some types to test their vocabulary such as multiple choices and matching test.

The third part is tryout. That is like final test, they will be tested randomly. The topics of the test chosen from the English student's hand book which they used. There are five topics in odd semester. The test will be tried used by Hot Potatoes program.

### **3.4.4 Expert Validation**

After the product has been finished, it should be validated to the expert. The expert would get a checklist of product so that the expert could give score, suggestion and also comment to the product.

### **3.4.5 Development of Validation**

After the expert validation has been finished, the researcher would be observed the score and the suggestion or comment. Then the researcher tried to find where the component which should be revised or developed more. So, the researcher began to revise and develop the product.

#### **3.4.6 Try Out of Product**

The next step is implementation on the students. The try out hoped will get valuable feedback. The goals of the implementation are to identify problems and revise the false point. The researcher will try out the product to 10 of the 5<sup>th</sup> grade students randomly. The form of product is a multimedia in CD-ROM will be installed in computer by the researcher.

#### **3.4.7 Revision of Product**

After trying out, that would be any revision to make well or completely. The result of the product connected with the need analysis previously. Syllabus, English Book and appropriate media will be reanalyzed. If the product appropriate with the need analysis or the product give significant change than test before.

#### **3.4.8 Final Product**

The last step is finishing product, after that the product will ready to be applied at MI Ma'arif Sidomukti or other elementary school that has appropriate curriculum or need of the students. The material of the test consist of some topics, those are Foods, Drinks, Command, Prohibition, Parts of Body and School Environment. The test will apply in multiple choices and matching test which is designed by J-Quiz and J-Match. The form of the product is in multimedia CD-ROM.