

**PENGARUH MEDIA *GAME ONLINE WORDWALL*  
TERHADAP KETERAMPILAN BERBICARA  
SISWA KELAS III UPT SD NEGERI  
067776 MEDAN JOHOR  
T.P 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media game online Wordwall terhadap keterampilan berbicara siswa kelas III UPT SD Negeri 067776 Medan Johor Tahun Pelajaran 2025/2026. Penelitian ini menggunakan pendekatan kuantitatif dengan metode quasi eksperimen dan desain nonequivalent control group design. Sampel penelitian berjumlah 43 siswa, yang terdiri atas 23 siswa kelas eksperimen dan 20 siswa kelas kontrol. Kelas eksperimen diberikan perlakuan menggunakan media *game online Wordwall*, sedangkan kelas kontrol menggunakan pembelajaran konvensional. Teknik pengumpulan data dilakukan melalui observasi dan tes keterampilan berbicara, kemudian dianalisis menggunakan uji Independent Sample t-test. Hasil penelitian menunjukkan bahwa rata-rata nilai kelas eksperimen sebesar 74,2, lebih tinggi dibandingkan rata-rata nilai kelas kontrol sebesar 58,5. Hasil uji hipotesis diperoleh nilai  $t_{hitung}$  sebesar 4,06 dan  $t_{tabel}$  sebesar 2,019 pada taraf signifikansi 0,05. Karena  $t_{hitung} > t_{tabel}$ , maka hipotesis alternatif diterima. Dengan demikian, dapat disimpulkan bahwa penggunaan media *game online Wordwall* berpengaruh signifikan terhadap keterampilan berbicara siswa kelas III.

**Kata kunci:** *Wordwall*, keterampilan Berbicara, Siswa Sekolah Dasar

**THE EFFECT OF ONLINE WORDWALL GAMES  
ON SPEAKING SKILLS THREE GRADE  
STUDENTS OF STATE ELEMENTARY  
SCHOOL 067776 MEDAN JOHOR  
2025/2026 ACADEMIC YEAR**

**ABSTRACT**

*This study aimed to determine the effect of using the Wordwall online game on the speaking skills of third-grade students at UPT SD Negeri 067776 Medan Johor in the 2025/2026 academic year. This research employed a quantitative approach using a quasi-experimental method with a nonequivalent control group design. The research sample consisted of 43 students, comprising 23 students in the experimental group and 20 students in the control group. The experimental group was taught using the Wordwall online game, while the control group received conventional learning. Data were collected through observation and speaking skill tests and analyzed using an Independent Sample t-test. The results showed that the mean score of the experimental group was 74.2, which was higher than the mean score of the control group, 58.5. Hypothesis testing revealed a t-calculated value of 4.06 and a t-table value of 2.019 at a significance level of 0.05. Since t-calculated was greater than t-table, the alternative hypothesis was accepted. Therefore, it can be concluded that the use of the Wordwall online game has a significant effect on improving students' speaking skills.*

**Keywords:** *Wordwall, speaking skills, elementary school students*