

## THE USE OF SPINNING WHEEL GAMES TO IMPROVE STUDENTS' WRITING PROCEDURAL TEXTS

<sup>1</sup>Fahria Rachmaida, <sup>1</sup>Mutiarani

<sup>1</sup>English Language Education, Faculty of Science Education, Universitas Muhammadiyah Jakarta, Indonesia

Corresponding Author Email: [affafahriaa@gmail.com](mailto:affafahriaa@gmail.com)

| Article Info   | Abstract   |
|--|--|
| <b>Article History</b><br>Received: July 2022<br>Revised: August 2022<br>Published: October 2022   | <i>Most of the students' ability to write in English is still poor. Their text contains many errors in content, organization, and use of language. Students find it difficult to explain their ideas in written form, and students lack vocabulary, which can make it difficult to choose words to group into good writing. some teachers still find it difficult to apply media during learning this makes the class atmosphere less lively and makes them bored. the purpose of this research is to find out whether utilizing Spinning Wheel is effective or not in improving students' writing Procedure Text. The method used in this research is descriptive research. I found a solution by describing the problem qualitatively. The end result is a game that imitates the Spinning Wheel Game while teaching English writing techniques that can increase students' interest, challenge their thinking and enable them to produce procedural texts while playing. The spinning wheel was used after the researcher explained the material about the procedure text. Students are asked to make groups and each group gets a different theme. themes are randomized with spinning wheel games by web <a href="http://wheelofnames.com">wheelofnames.com</a>. Therefore, the game is one of the tools that can be used in learning English, there are many learning media for learning writing skills. One game that can be used is Spinning Wheel. By using games students can learn to write procedure texts in a fun and interesting way. The spinning wheel game can be chosen as a tool for students to write procedure texts correctly and clearly. This game has been evaluated by several researchers and high school students. This game is very helpful in learning to write procedure text. These games can make students challenge their way of thinking, fun and enjoyable.</i> |
| <b>Keywords</b><br>Writing Skills;<br>Spinning Wheel;<br>Online Game;  |  |
| <b>How to cite:</b> Rachmaida, F., & Mutiarani, M. (2022). The Use of Spinning Wheel Games to Improve Students' Writing Procedural Texts, <i>JOLLT Journal of Languages and Language Teaching</i> , 10(4), pp. 530-540. DOI: <a href="https://doi.org/10.33394/jollt.v%vi%i.5766">https://doi.org/10.33394/jollt.v%vi%i.5766</a> |  |

### INTRODUCTION

Writing is an essential part of a language because it allows students to freely express their thoughts and feelings. It's a complex and time-consuming process that entails writing, planning, designing, reviewing, and reassessing, and it's a talent that allows people to explain and link topics in a range of academic activities by forming a meaningful phrase. Arıcı ve Ungarn et. al cited in Çetin et. al (2021). Because it involves information, gathering, equipment, and experience, writing is a skill that takes a long time to master. (Özkan cited in Çetin et. al (2021). As De Silva cited in Duwila (2019) stated, writing skills for foreign language learners is a challenge because understanding and knowledge of the subject using a foreign language is a very complex process. These difficulties arise from several factors such as vocabulary selection, sentence structure, and paragraph coherence.

Based on the first observation researchers, most students' ability to write in English is still poor. Their texts contain numerous faults in content, organization, and language usage. Students' lack the appropriate vocabulary to reply to teacher directions; instead, they wait for their teacher to interpret the instructions into Indonesian. Students' also lack the utilization of

media in the learning process, and the less vibrant classroom environment bores them. Students' find it difficult to explain their ideas in written form, as well as students lack vocabulary, which can make it tough to choose words to be grouped into good writing. Students' writing abilities can also be measured through good writing. Writing can also help children expand their vocabulary, employ proper grammar, sentence structure, and cohesiveness, among other things. Pawliczak cited in Çetin et. al (2021) stated that Engaging in creative writing activities is the most effective way to develop writing skills. Individuals who use their creativity to come up with new ideas can only obtain creative writing skill, which is outside of most people's accepted ideals; it is uncommon and beyond the cliché, and it can only be attained by individuals who use their creativity to come up with new ideas. Küçük cited in Çetin et. al (2021). Despite the fact that creative writing is a skill that is unique to the individual, it is limited for those who do not have it because it is a skill that requires good reading skills. As a result, in order to increase their creative writing abilities, people must think in new ways. They should also be encouraged to write original texts and develop problem-solving skills on challenges they have never faced before, as well as read about a variety of topics to strengthen their creative writing abilities. Diakidoy ve Kanari et. al cited in Çetin et. al (2021). Language gains, such as grammar and vocabulary, have been proven to be higher in people with outstanding creative writing abilities than in others. Smith cited in Çetin et. al (2021).

The ability to understand the meanings of written and spoken words is referred to as a person's vocabulary. This interpretation necessitates a level of intellectual comprehension of the term that goes beyond dictionary definitions. Snow, Griffin ve Burns cited in Çetin et. al (2021). If we know more words, we can better grasp what we read and hear. It also makes it simpler for us to express ourselves in both verbal and written form. Heng cited in Çetin et. al (2021). Moreover, Karakoç and Köse cited in Çetin et. al (2021) state that Vocabulary plays an important role in active language use in writing. As a result, writing is a useful tool for communicating and expressing our thoughts, feelings, experiences, and opinions to others in the form of notes with symbols that are systematically designed to be easily understood by others in the form of notes with symbols that are systematically designed to be easily understood by others. In our daily lives, we can employ writing in a variety of ways. We could, for example, write on how to make a cup of coffee. Students' writing abilities allow them to develop independence, understanding, fluency, and creativity. Writing activities that are planned will teach us to think and speak in a systematic manner. If students acquire these skills, they will be able to write in a way that allows not just their classmates but also speakers from other nations to read what they write.

Teachers play an important role in the teaching and learning process. Teachers are professional educators with the main responsibility of educating, teaching, guiding, training, evaluating, and fostering the imagination and creativity of students from infancy to high school. Students learn to read, write, and count from their teachers. Students get fresh knowledge and character education from teachers. The teaching and learning process must be diverse so that students can enjoy the learning process. One of them is using media to liven up the classroom atmosphere, making students interested in the material being taught, challenging students' minds, and so on.

Writing can be a fun hobby if teachers develop an engaging learning environment with challenging assignments. Writing can improve thinking and learning because it stimulates conversation and allows you to reflect on your thoughts. After you create an idea, you can analyze, review, add, reorganize, review, add, reorganize, and adjust. Even if it is difficult or difficult to write in a foreign language, it is advantageous and essential. This is the component of foreign language lessons that students appreciate the most because it allows them to express themselves (Akmal, 2020).

There are numerous ways for improving kids' writing abilities. One of the mediums used to learn how to write procedure text is games. Games provide a competitive atmosphere that encourages children to participate (Pertiwi, 2021). Students will be more engaged when competitive games are offered because they want to win. A rotating wheel is a visual tool that may be rotated on its axis until it stops at one section of an image and can be used as a learning aid (Bafadal et al., 2019) added that One strategy for creating a suitable learning atmosphere is to use learning media such as games, one of which is the Spinning Wheel Game. The Spinning Wheel Game, for example, is thought to boost students' ability to absorb knowledge and drive them to study more effectively.

Aulia cited in Bafadal (2019) stated that The Spinning Wheel Game is a learning tool in which a circle is divided into several sectors. There are questions for students to answer within the sector, which are listed in the form of a number in the circle's sector. Rahman cited in Bafadal (2019) added that The Spinning Wheel Game is a teaching method that involves all students in order to make them more active, engaged, and to improve and enjoy the learning process. As a result, the author employs Spinning Wheel Games in his teaching and learning. The Spinning Wheel is the game that will be used.

Aulia (2019:7) stated there are several problems encountered while using this game via the web, namely; The process of playing takes time. More time, space and resources are needed for teachers. This is because the Spinning Wheel Game uses manual learning materials, Support of adequate facilities, equipment, and resources is needed so that the learning process can run well. However, the problem of this research spinning wheel are different from those mentioned above. Following are the disadvantages of playing spinning wheel games online; If you try to use the web, it can sometimes give an error, To access it, you need WiFi, laptop or phone. By using the web, spinning wheel games can be played anywhere and anytime using the internet which is more practical and doesn't take up much time, effort, or space.

The spinning wheel can be used as a platform for learning English. The use of a spinning wheel when teaching writing can arouse students' interest in issues in the teaching and learning process and allow them to participate more actively in learning. The spinning wheel is a name generator, but it is also used for learning to write. Because games are fun and attract attention to writing, students' interest in writing skills will increase with the use of games. Based on the background that has been described above, then the problem that can be examined in this study is Spinning Wheel Utilizing Students Writing Procedure Text.

## **RESEARCH METHOD**

The method used in this research is descriptive research. I found a solution by describing the problem qualitatively. As Creswell said in Duwila (2019), qualitative research begins with the use of assumptions, general views and theoretical frameworks, and uses problem formulation to solve phenomena that occur in individuals and groups. Qualitative descriptive methods allow more flexibility for researchers to define data collection tools. The development of this English learning model uses the type of research and development research. This is a type of research that is widely used to solve practical problems in education. Izati et al (2016) explained the process of designing a Spinning Wheel game can use a round wooden board and several other tools but the spinning wheel can also be used via the web (online). The materials used are round wooden boards, pencils, pens, scissors, and others. But if you want to use the web (online), namely a personal computer (PC), good internet. To conduct this research, the researcher sources are taken from books and journals related to the title taken by the researcher. What books and journals are available in libraries and on the Internet.

### **Data Collection Techniques**

First, as stated by Wired Staff (2022), setting up decent internet is like shifting your router because walls, cabinets, and even bookshelves could weaken your Wi-Fi signal. The

speed and range of the wireless transmission can be greatly affected by changing the router. To put your router in a better location, you might need to use some inventive wiring, but the effort will be worthwhile. The idea is to position your main computing equipment—consoles, laptops, etc.—as close to your router as you can. Smart thermostats and other low-bandwidth devices shouldn't be given preference when it comes to physical proximity.

Second, make sure the laptop is not slow. Often when you want to use the laptop it becomes old. Therefore, before using it should be checked first. if there is a problem with the laptop, it can be handled.

### How To Use Spinning Wheel

Opens the google chrome page and then Type a link to enter the Spinning Wheel web; spinnerwheel.com or wheelofnames.com

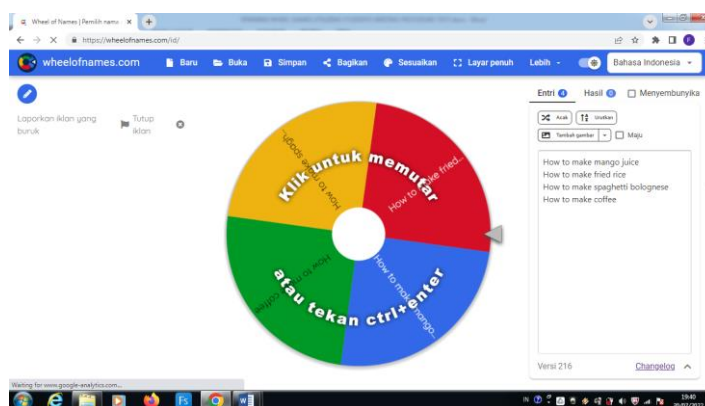


Figure 1, before spin is turn

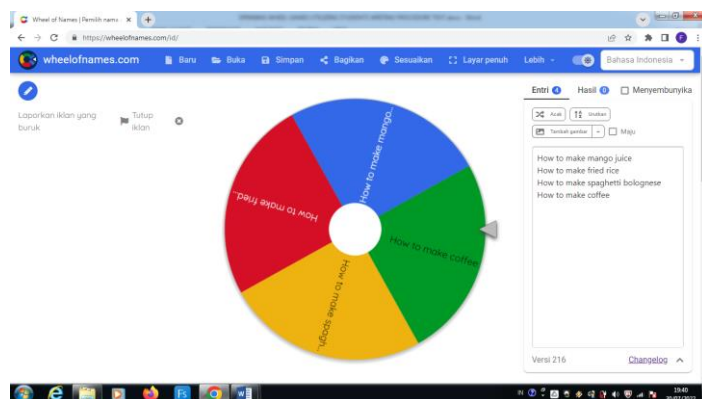


Figure 2, Process to spin



Figure 3. After Spin is turn

The written content is evaluated for a total score that ranges from 0-100 to determine the student's writing proficiency. According to Jacob V. Hughes, who was referenced by Khoiriza (2019), there are five factors that go into the evaluation of the written test. These are:

*Content*

The degree of substance is determined by the student's writing skills. Information and ideas are expressed in logical statements. The following are the evaluation standards:

|       |   |
|-------|---|
| 30-27 | Excellent to very good: knowledge able substantive through development of topic sentence-relevant to assigned topic.                            |
| 26-22 | Good to average: some knowledge able of subject adequate range limited development of topic sentence mostly relevant to topic, but lack detail. |
| 21-17 | Fair to poor: Limited knowledge of subject detail little substance inadequate development topic.  |
| 16-12 | Very poor: does not show of subject not substantive not part time or not enough to evaluate.  |

(Figure 4)

*Organization*

When a learner is organized, they may compose ideas and facts in a logical arrangement. The topic and antecedents are both precisely defined. These are used in the registration requirements:

|       |   |
|-------|---|
| 20-18 | Very good: exact word, effective word choice and usage word from mastery appropriate register.              |
| 17-14 | Good to average: adequate, occasional errors of word. Choice bur meaning not obscured.                      |
| 13-10 | Fair to poor: Limited range, frequent errors, choice usage meaning confused or obscured.                    |
| 9-7   | Very poor: essentially a translation, knowledge of English vocabulary, word form or not enough to evaluate. |

(Figure 5)

*Vocabulary*

Vocabulary also relates to the student's ability to employ proper synonyms, prefixes, and suffixes as well as their ability to use words or concepts to communicate thoughts coherently. The following standards are used to assess the vocabulary used:

|       |   |
|-------|---|
| 20-18 | Very good: exact word, effective word choice and usage word from mastery appropriate register.              |
| 17-14 | Good to average: adequate, occasional errors of word. Choice but meaning not obscured.                      |
| 13-10 | Fair to poor: Limited range, frequent errors, choice usage meaning confused or obscured.                    |
| 9-7   | Very poor: essentially a translation, knowledge of English vocabulary, word form or not enough to evaluate. |

(Figure 6)

### Language Use

The ability of a student to use many articles or conjunctions is referred to as language use. The top five criteria, totaling 25 points, will be used to determine the language usage score. The verb, the article, the prepositional pronoun, and the structure all have a role in their use. The following criteria must be met before using the language:

|       |   |
|-------|---|
| 25-22 | Excellent to very good: effective complex construction few errors argument test, number, or order/fiction, article, pronouns, preposition.  |
| 21-18 | Good to average: effective but simple construction minor problems is complex construction-several errors of agreement, tense, number word order/fiction, article, pronouns, preposition, but the meaning seldom obscured. |
| 17-11 | Fair to poor: mayor problems in simple complex construction-frequent of errors of negation, agreement, deviations meaning.  |
| 9-7   | Very poor: usually no mastery of sentences construction rules dominated by errors, does not communicative, not enough to evaluate.  |

(Figure 7)

### Mechanism

|   |   |
|---|---|
| 5 | Excellent to very good: demonstration of function few errors in spelling.   |
| 4 | Good to average: occasional errors, punctuation, writing sentences but meaning not obscure.   |
| 3 | Fair to poor: Frequent errors to spelling, punctuation and capitalization, writing sentences, hand writing not enough to evaluate.                                |
| 2 | Very poor: to mastery of convention, dominated by errors of spelling punctuation, capitalization, paragraphing hand writing illegible, or not enough to evaluate. |

(Figure 8)

### Population and Sample

The idea of population, which can be thought of as the group to which the results will be extended, affects the choice of sampling technique, sample size, and sample participants in

a quantitative dissertation. It is not a problem with a qualitative thesis (Delice, 2010:2). Students of SMA Dua Mei's eleventh grade are the population of this research. There were three eleventh-grade classes at SMA Dua Mei in the academic year 2022–2023, totaling 105 students who were split into the Social and Science majors. As stated by Hanlon et al., who was referenced by Nadiyah (2018:47), a sample is a subset of a population whose data is frequently accessible. The research sample was one class. Thirty students from one social class (XI IPS) who were enrolled in the eleventh grade at SMA Dua Mei during the academic year 2022–2023 made up the sample for this study.

## **RESEARCH FINDINGS AND DISCUSSION**

### **Research Findings**

Research findings respond to research questions, Is the Spinning Wheel Game Utilized in Improving Students' Ability to Write Procedure Text? The data presented in the form of words (written) obtained through observations of students' writing procedure texts. Students are asked to make groups and then each group gets a different theme by using Spinning Wheel Games to write procedure text. After that, it can be determined that this spinning wheel can improve students' writing procedural text. The end result is that spinning can be used as a game that can help students learn to write. Spinning wheel can increase students' interest, challenge their thinking and enable them to write procedure text.

### **Rules of playing**

Before starting the game, players must prepare a laptop or cellphone to start this game via the web and also prepare a pen to write topics that are obtained after the game is played.

Then each group will get a different topic to write the procedure text. In accordance with the results of the rotation of the spinning wheel game.

This game is very easy to play. The first thing that players have to do is determine the turn of the group that will spin the topic of the procedure text.

To determine the topic to be selected, each group must turn the wheel. After each group spins the wheel, they can see who got topic A, B or C and so do the other groups.

The group representative must wait until the wheel stops. After the wheel stops, the group representative must look at the needle on the wheel where the needle stopped.

If the needle stops at the letter B, each group must write the topic in the form of procedural text.

If topic B has been chosen by one group, then topic B will be removed from the list of topics that will be randomized to other groups. So, each group will get a different topic.

Creating a table with the number of turns, group name, and points earned by each group. Each group has a different writing ability result. Then, each group only write their name and the score earned during each turn. The purpose of the group name is to determine who play next, and the purpose of the points is to determine the score of each player. The Group 1 attains 24 scores, Group 2 get 28 scores, Group 3 get 20, Group 4 gets 16, and Group 5 gets 10 scores. Based on the evaluation, the games can increase students' interest, challenge their think and enable them to produce procedure text while playing. Following the product evaluation, the following evaluations are conducted

Ahmad (2021:28) described the wheel of spin as a wheel-shaped medium containing question cards that can be spun and broken up into a variety of sections/sections. A teaching tool is the Spinning Wheel or Wheel of Fortune game, which has a circular with numerous

sectors as its playing surface (Aulia, 2016: 12). Students in this field respond to questions by writing a number in the circle. Rahman (2013) argues that when employed as a teaching tool, the wheel of fate engages all students'. Students' are more involved and engaged as a result, which makes learning more efficient and enjoyable.

## **Discussion**

This game is a game adapted from the wheel of fortune game. If the fortune wheel game uses numbers as sectors and several types of cards to represent each sector contained in the fortune wheel game. As stated by Jaelani in Izati (2016: 53), " The definition of a spinning wheel is "moving about, changing direction, turning, or getting around". So it can be concluded that a spinning wheel is a circular object or circle that can produce a movement around or change direction. In other words, a spinning wheel is a circular object or circle that can be rotated. There are several types, namely manual (made directly), making using software and using the web. If we want to use the manual we have to prepare tools such as wood, ruler, pencil and others. if you want to create through software including Microsoft Office Word, Paint, Photoscape, and Microsoft Office Publisher, and if you want to use the web all you have to prepare is a laptop, good internet, and a projector.

Spinning wheel has advantages and disadvantages. The advantages of the wheel of fate were outlined by Aulia in Ahmad (2020) stating that If students play the spinning wheel game, they might be more eager to engage. The spinning wheel media game is a card game that resembles television game shows. This popular game captures pupils' interest. This media is a great tool for studying for exams. Students can enhance their memory and mental agility. Thus, use what you've learned to find solutions to a range of issues. Based on some of the views expressed above, the spinning wheel game's strength is a medium through which it transforms into a force that makes the game exciting and peaceful when it is played or utilized for learning.

Bafadel cites Aulia (2019:7) The Spinning Wheel Game has the following flaws, which are listed below: It takes a lot of time to play. More time, space, and resources are needed for teachers. This is because the Spinning Wheel Game uses manual learning materials. The support of appropriate facilities, equipment, and resources is necessary for the learning process to go properly. However, this study's spinning wheel has a different vulnerability from the one mentioned above. The following are drawbacks of playing the spinning wheel game online: If you try to utilize the web, it can occasionally give errors. Accessibility requires wifi, a laptop, or a smartphone. The spinning wheel game may be played more conveniently and at anytime anywhere by using the internet, which saves energy, time, and space.

The researcher of the spinning wheel game was the media chosen to use for this study. The steps for playing the spinning-wheel game are as follows: The pupils are then instructed to form groups after the teacher gives instructions for the spinning wheel activity. The teacher then launches Google Chrome and types spinnerwheel.com into the address bar to access the Spinning Wheel website; wheelofthenames.com Students play the media to determine the text to be written. Then, each group is requested to write down the selected theme. The teacher writes many theme possibilities that have been taught and that students will choose to write about. For example, how to make spaghetti. Following completion of all tasks, each group presents the findings of the procedure text they created.

## **CONCLUSION**

Games are media that can be used in learning English, there are many learning media in increasing students' interest in writing, especially procedural texts. One of the games that can be used in learning English is Spinning Wheel. By using games students can learn to write procedure texts in a fun and interesting way. Roda Game was created to improve students' writing skills, especially in procedural texts. There are several types, namely manual (made directly), made using software, and using the web. If we want to use the manual we have to



prepare tools such as wood, a ruler, a pencil, and others. if you want to create through software including Microsoft Office Word, Paint, Photoscape, and Microsoft Office Publisher, and if you want to use the web all you have to prepare is a laptop, good internet, and a projector. This game has been evaluated by several researchers and high school students. This game is very helpful in learning to write procedure text. This game can make students challenge their way of thinking, fun, and enjoyable.

## REFERENCES

- Adipat, S, Laksana, K., Busayanon, K.,; Asawasowan, A.,; Adipat, B. (2021). Engaging Students in the Learning Process with Game-Based Learning: The Fundamental Concepts. *International Journal of Technology in Education*, v4 n3 p542-552 2021.
- Akmal, A. (2020). The Effect of Jigsaw to Students Skill in Writing Procedure Text. *Journal of Linguistics, English Teaching and Education*, 1(3), 64-71.
- Alfaki, I. M. (2015). University Students English Writing Problems: Diagnosis And Remedy.
- Apuke, O. D. (2017). Quantitative research methods: A synopsis approach. *Kuwait Chapter of Arabian Journal of Business and Management Review*, 33(5471), 1-8.
- AlFarsi, G., Tawafak, R. M., ElDow, A., Malik, S. I., Jabbar, J., & Al Sideiri, A. (2020). General View about Games based Learning: Literature Review. In *Proceedings of the International Conference on Culture Heritage, Education, Sustainable Tourism, and Innovation Technologies-CESIT* (pp. 139-145).
- Anastasiadis, T., Lampropoulos, G., & Siakas, K. (2018). Digital game-based learning and serious games in education. *International Journal of Advances in Scientific Research and Engineering*, 4(12), 139-144.
- Azis, P. A., & Pertiwi, N. D. (2021, February). The Effect of Cooperative Learning Model Type Team Games Tournament (TGT) with Play Wheel Media on Students Interest in Biology Education STKIP Pembangunan Indonesia. In *Journal of Physics: Conference Series* (Vol. 1752, No. 1, p. 012068). IOP Publishing.
- Ariyanti. (2016). The Teaching of EFL Writing in Indonesia. *Dinamika Ilmu*, v16 n2 p263-277 2016.
- Bakeer, A. M. (2018). Effects of information and communication technology and social media in developing students writing skill: A case of Al-Quds Open University. *International Journal of Humanities and Social Science*, 8(5), 45-53.
- Bafadal, M. F., Alimah, S., & Sibawaeh, M. (2020). The Use of Spinning Wheel Game Media To Improve The Ability Using Modal Auxiliary Verbs For Students In Class VIII Smpn 7 Mataram Academic Year 2019-2020. *Linguistics and ELT Journal*, 7(2), 1-11.
- Black, J. B. (1985). An exposition on understanding expository text. *Understanding expository text: A theoretical and practical handbook for analyzing explanatory text*, 249-267.
- Çetin, H., & Çetin, Ş. C. (2021). The Effect of Story Wheel Method on Creative Writing Skills, Story Elements and Word Numbers. *International Journal of Progressive Education*, 17(5).
- Delice, Ali. (2010). The Sampling Issues in Quantitative Research. *Educational Sciences: Theory and Practice*, v10 n4 p2001-2018.
- Durga, S. S., & Rao, C. S. (2018). Developing students writing skills in English-A process approach. *Journal for Research Scholars and Professionals of English Language Teaching*, 6(2), 1-5.
- Dignath, Charlotte; Fink, Jonathan; Kunter, Mareike. (2022). Reading Persuasive Texts Affects Preservice Teachers' Beliefs about Cultural Diversity in the Classroom. *Journal of Teacher Education*, v73 n2 p188-200.

- Hacer, U. (2019). Investigation of Fourth Grade Primary School Students Creative Writing and Story Elements in Narrative Text Writing Skills. *International Journal of Progressive Education*, 15(5), 273-287.
- Javed, M., Juan, W. X., & Nazli, S. (2013). A research of students assessment in writing skills of the English language. *International Journal of Instruction*, 6(2).
- Khoriza, S. (2019). The Effect Of Applying Project Based Learning Method By Using Video Tutorial On The Students Ability In Writing Procedure Text (Doctoral dissertation).
- Kuzu, Tülay Sarar; Durna, Cansu. (2020). The Effect of Intelligence and Mind Games on Secondary School Students Writing Success. *Turkish Online Journal of Educational Technology - TOJET*, v19 n3 p70-79.
- Lunenburg, F. C., & Lunenburg, M. R. (2014). Teaching writing in elementary schools: Using the learning-to-write process. *International Journal of Education*, 2(1), 1-27.
- Maya, Yuniarti; Saragih, Erikson. (2021). The Utilization of Animation in the Theory of Procedure Text Writing for VI-Grade SD Methodist-2 Medan Students. *Advances in Language and Literary Studies*, v12 n2 p70-75 Apr 2021.
- Nugraha, Akbar C. (2020). An interactive domino card in teaching past tense.
- Mahmoudi, F. & Buğra, C. (2020). The effects of using rubrics and face to face feedback in teaching writing skill in higher education. *International Online Journal of Education and Teaching (IOJET)*, 7(1). 150-158.
- Mahu, D. P. (2012). Why Is Learning English So Beneficial Nowadays?. *International Journal of Communication Research*, 2(4), 374.
- Owen, V. E., Roy, M. H., Thai, K. P., Burnett, V., Jacobs, D., Keylor, E., & Baker, R. S. (2019). Detecting Wheel-Spinning and Productive Persistence in Educational Games. *International educational data mining society*.
- Potradinata, S. L. A. (2018). An analysis of student's descriptive text writing in systemic functional linguistic (SFL) perspectives. *International Journal of Languages, Literature and Linguistics*, 4(2), 125-131.
- Prihatna, R. Y. (2015). An Analysis On Generic Structure And Language Features Of Procedure Texts Made By Second Year Students Of Sma Semen Gresik. *RETAIN*, 3(2).
- Putri, T. K., & Saun, S. (2019). An Analysis of the Second Year Students Ability in Writing a Procedure Text about a Recipe at SMK N 9 Padang. *Journal of English Language Teaching*, 8(3), 336-343.
- Rambe, S. (2017). Communicative Language Teaching. *English Education: English Journal for Teaching and Learning*, 5(2), 54 - 66.
- Rehbein, Tiffany. (2015). Teaching Students The Many Purposes of Writing. *English Language Arts Blog*, (Online).
- Sofyan, A. (2020). *The Use of Spinning Wheel Game In Teaching Speaking At The Seventh-Grade Students of Smpn 5 Kota Bima In Academic Year 2019/2020* (Doctoral Dissertation, University Of Mataram).
- Togatorop, E. (2015). Teaching writing with a web based collaborative learning. *International Journal of Economics and Financial Issues*, 5(1S), 247-256. (accessed on February 4th 2022)
- Turuta, A. (2021). Benefits and disadvantages of games in teaching vocabulary to young learners. In *Materialele Conferinței Republicane a Cadrelor Didactice* (Vol. 3, pp. 333-336).
- Ulfah, Nadiyah. (2018). Applying Realia In Improving Students Writing Procedure Text.
- Watson, R. (2015). Quantitative Research. *Journal of Advanced Nursing and Professor of nursing*, Faculty of Health and Social Care, University of Hull, Hull, England.

- Zaid, A., Adnan, A., & Narius, D. (2018). An Analysis Of Studentsgrammar Knowledge In Producing Procedure Text Orally At Smk N 9 Padang. *Journal of English Language Teaching*, 7(1), 164-168.
- Why is English important for Students. Spears Language Lab. Retrieved from march 12<sup>th</sup> 2022. <https://www.languageabsystem.com/why-is-english-important-for-students.html>
- Spinner Wheel Games. Retrieved from march 12<sup>th</sup> 2022. <https://spinnerwheel.com/>