

## ABSTRACT

### **Promoting Young Learners' Vocabulary Mastery and Learning Engagement: A Case Study of Using Wordwall Application as Learning Media to Teach Vocabulary**

This study aims to explore young learners' vocabulary mastery and learning engagement using the Wordwall Application. It also seeks to determine the process of using Wordwall applications, the students' results of using Wordwall applications, and students' responses to Wordwall applications.

The research used a qualitative case study technique. It included 24 students in seventh grade from SMPIT Wasilah Intelegensia in 2024. This study used observations, tests, and questionnaires to gather data. First, the observations described the process of using the Wordwall Application to support learning English vocabulary. Then, the vocabulary test showed the result of using the Wordwall application on their English vocabulary. Also, questionnaires were utilized to find out the responses of students in learning the English language using the Wordwall application.

Based on the findings, using the Wordwall application consists of three activities: 1) Pre-Activity: The lesson began with classroom organization and group prayer, followed by forming four groups and accessing an instructional link to learn about Anagrams and Quiz games. 2) Main Activity: Students quickly understood how to use these tools, showing high interest and active participation during gameplay. 3) Post-Activity: Following this engagement, students found it easier to write and accurately pronounce new vocabulary learned through the Wordwall application. The second, test results showed that students effectively mastered English vocabulary using Wordwall. The last, questionnaire revealed most students positively experienced learning English vocabulary with Wordwall, describing it as user-friendly, practical, and beneficial. Students also regarded Wordwall as an appropriate tool for enhancing their vocabulary skills

To conclude, the integration of the Wordwall application into the learning process was successful at each stage, and students generally reacted favorably to its use in learning English vocabulary. One recommendation arising from this study is to explore various factors in future research.

**Keywords:** *Learning engagement, Wordwall application, Vocabulary mastery, Gamification, Teaching to English Young Learners*