

ABSTRACT

Nafi'ah, Hasna Rucita (2025). The Use of Scavenger Hunt Activities in The English Learning Motivation of Fifth-Grade Students (A Case Study at SDN Jatiendah). A research paper. English Education Department, Faculty of Tarbiyah and Teacher Training, State Islamic University of Sunan Gunung Djati Bandung.

This research focuses on the use of Scavenger Hunt activities to improve the motivation of fifth-grade students at SDN Jatiendah in learning English. Motivation is a critical factor in language acquisition, yet traditional methods often fail to engage young learners actively, resulting in reduced enthusiasm and participation in lessons.

The main purpose of this study is to explore how interactive game-based learning, specifically Scavenger Hunt activities, can enhance students' intrinsic and extrinsic motivation in the English classroom. Motivated by Self-Determination Theory, which highlights the importance of autonomy, competence, and relatedness, the study seeks to determine whether these activities satisfy these psychological needs and lead to more engaged learning.

The study employed a qualitative research methodology with a case study design including pre- and post-intervention questionnaires and interviews with students to measure changes in motivation levels. Data collection focused on students' attitudes, effort, engagement, and enjoyment before and after the implementation of the Scavenger Hunt.

Results indicate a significant improvement in motivation after the intervention. Students reported greater enjoyment, collaboration, and willingness to participate actively in English learning. The activities transformed the learning environment by making lessons more dynamic and supportive, aligning well with the student-centered principles of the Merdeka Curriculum.

In conclusion, this study demonstrates that Scavenger Hunt activities are effective tools for increasing motivation in young language learners. The findings offer practical recommendations for teachers and curriculum developers to integrate playful, interactive methods that promote sustained student engagement and enjoyment in English learning.

Keywords: Scavenger Hunt, Motivation, learn English.