

**USING GAMES IN TEACHING ENGLISH VOCABULARY  
TO YOUNG LEARNERS AT THE FOURTH GRADE  
OF SDN ANJIR SEBERANG PASAR II. 1  
BARITO KUALA REGENCY**

**By  
Ratna Sari**



**ANTASARI STATE ISLAMIC UNIVERSITY  
BANJARMASIN  
2018 A.D/1439 H**

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OF SDN ANJIR SEBERANG PASAR II. 1  
BARITO KUALA REGENCY**

**THESIS**

Presented to  
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In partial fulfillment of the requirements  
For the degree of Sarjana in English Language Education

By

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Certify, that the work in this thesis is, to the best of my knowledge and belief, original, except as acknowledge in the text, and has not been submitted, either in whole or in part, for degree at this university or any other university. If someday, it is proven as duplication, imitation, plagiarism or made by others partly or entirely, I understand that my thesis and academic title will be canceled due to the law,

Banjarmasin, May 2018

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## APPROVAL

This is to certify that *the sarjana's* thesis of Ratna Sari of English language Education with the title "*Using Games in Teaching English Vocabulary to Young Learners at the Fourth Grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency*" has been approved by the thesis advisor for further approval by the board of Examiners.

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## ABSTRAK

**Ratna Sari.** Penggunaan Permainan dalam Mengajar Kosakata Bahasa Inggris Terhadap Murid Kelas Empat di SDN Anjir Seberang Pasar II. 1 Kabupaten Barito Kuala. Skripsi, Pendidikan Bahasa Inggris, Fakultas Tarbiyah. Pembimbing: (1) Drs. Saadillah, M.Pd. (2) Raidha Asfihana, S. Pd., M.Pd.

### **Kata Kunci: Kosakata, Permainan, Pengajaran Pelajar Pemula**

Penelitian ini menggambarkan tentang bagaimana penggunaan permainan dalam mengajar kosakata bahasa Inggris terhadap murid kelas empat di SDN Anjir Seberang Pasar II. 1 Kabupaten Barito Kuala. Pernyataan masalah dalam penelitian ini adalah: Bagaimana pelaksanaan penggunaan permainan dalam mengajar kosakata bahasa Inggris terhadap murid dan bagaimana para siswa merespon terhadap permainan kosakata bahasa Inggris kelas empat di SDN Anjir Seberang Pasar II. 1 Kabupaten Barito Kuala.

Subjek dari penelitian ini adalah guru bahasa Inggris dan sepuluh siswa dari kelas empat SDN Anjir Seberang Pasar II. 1. Objek penelitian ini adalah penggunaan permainan dalam mengajar kosakata bahasa Inggris terhadap murid dan respon para siswa di kelas empat SDN Anjir Seberang Pasar II. 1.

Untuk mengumpulkan data-data, penulis menggunakan beberapa teknik seperti pengamatan, wawancara, angket dan dokumentasi. Pengamatan yang digunakan adalah untuk mencari data tentang proses belajar mengajar. Angket adalah untuk mengumpulkan respon terhadap pengajaran bahasa Inggris yang digunakan oleh guru. wawancara dirancang untuk untuk mengumpulkan data dari guru . dokumentasi digunakan untuk melihat prestasi siswa. Proses pendataan dalam penelitian ini di bagi menjadi tiga fase; proses editing, classifying dan data interpretation. Kemudian semua data dianalisis menggunakan gambaran kualitatif dan disimpulkan dengan metode induktif.

Hasil dari penelitian ini menunjukkan bahwa penggunaan permainan dalam mengajar kosakata bahasa Inggris terhadap murid kelas empat di SDN Anjir Seberang Pasar II. 1 Kabupaten Barito Kuala adalah bervariasi dalam rentang waktu yang cukup singkat. Permainan-permainan tersebut adalah: 1) Simon Says; 2) Guessing Games; 3) Matching Games; 4) Word Square.

Penelitian ini juga menemukan para siswa sangat antusias dalam mengikuti setiap pelajaran yang di sampaikan oleh guru. Respon mereka seperti memperhatikan, bertanya, bergerak di dalam kelas, menyenangkan. Meskipun demikian, ketika bosan mereka mengobrol dengan teman mereka, mencoret-coret, atau bermain dengan benda-benda di sekitar mereka.

## **ABSTRACT**

**Ratna Sari.** Using Games in Teaching English Vocabulary to Young Learners at the Fourth Grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency. Thesis, English Education Department, Faculty of Tarbiyah and Teachers' Training. Advisor; (1) Drs. Saadillah, M.Pd. (2) Raida Asfihana, S.Pd., M.Pd.

**Keywords: Vocabulary, Games, Teaching Young Learners**

The research describes how the teacher applies the using games in teaching English vocabulary to young learners at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency. The statements of the problems in this research are: the use of games in teaching English vocabulary to young learners and how the students respond to the English Lesson at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.

The subjects of this research are teacher and ten students at the fourth grade of SDN Anjir Seberang Pasar II. 1 . The objects of this research are using games in teaching English vocabulary to young learners and the students' responses at the fourth grade of SDN Anjir Seberang Pasar II. 1

To collect the data, the researcher uses some techniques such as observation, interview, questionnaire and documentary. The observation used is to find data about teaching and learning process. Questionnaires are to collect responses to the teaching of English used by teachers. Interviews are designed to collect data from teachers. Documentations are used to see student achievement. The process of data collection in this study is divided into three phases; editing, classifying and data interpretation. Then all data are analyzed by using descriptive qualitative and concluded by inductive method.

The results of this study indicates that the use of games in teaching English vocabulary to young learners at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency are Varied within a relatively short span of time. The Games are: 1) Simon Says; 2) Guessing Games; 3) Matching Games; 4) Word Square.

This study also found the students are very enthusiastic in following every lesson that conveyed by the teacher. Their responses are like paying attention, asking questions, move in the classroom, have fun. However, when bored they chatted with their friends, scribbling, or playing with objects around them.

**MOTTO**

**“WHERE THERE IS A WILL  
THERE IS A WAY”**



## **DEDICATION**

Thanks to Allah SWT who has given me everything, so I can finish this thesis.

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الحمد لله رب العالمين. الصلاة والسلام على سيدنا محمد و علي اله و صحبه اجمعين.  
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**CONTENTS**  
**LIST OF CONTENTS**

<b>COVER PAGE</b> .....	<b>i</b>
<b>TITLE PAGE</b> .....	<b>ii</b>
<b>STATEMENT OF AUTHENTICITY</b> .....	<b>iii</b>
<b>APPROVAL</b> .....	<b>iv</b>
<b>VALIDATION</b> .....	<b>v</b>
<b>ABSTRACT</b> .....	<b>vi</b>
<b>ABSTRAK</b> .....	<b>vii</b>
<b>DEDICATION</b> .....	<b>viii</b>
<b>MOTTO</b> .....	<b>ix</b>
<b>ACKNOWLEDGEMENT</b> .....	<b>x</b>
<b>CONTENTS</b> .....	<b>xii</b>
<b>LIST OF TABLE</b> .....	<b>xiv</b>
<b>LIST OF APPENDICES</b> .....	<b>xv</b>
<b>CHAPTER 1 INTRODUCTION</b>	
A. Background of Study .....	1
B. Statements of Problems .....	7
C. Objectives of Study.....	8
D. Significances of Study .....	8
E. Definition of Key Terms.....	9
<b>CHAPTER II THEORETICAL REVIEW</b>	
A. Vocabulary.....	10
1. Definition of Vocabulary .....	10
2. Kinds of Vocabulary .....	11
3. Aspects of Vocabulary.....	15
4. Principles of Teaching Vocabulary .....	16
5. The Importance of Teaching Vocabulary .....	17
B. Games .....	18
1. Definition of Games .....	18
2. Kinds of Games .....	19
3. Advantages and Disadvantages of games.....	21

4. Choose A Games .....	23
5. Using Games in Teaching English .....	24
C. Teaching Young Learners.....	26
1. Definition of Young Learners.....	26
2. Characteristics of Young Learners .....	27
3. Teaching English to Young Learners .....	30
4. Using Games in Teaching English Vocabulary to Young Learners .....	31
<b>CHAPTER III RESEARCH METHOD</b>	
A. Research Design .....	34
B. Research Setting .....	35
C. Subject and Object.....	35
D. Data and Source of Data .....	36
E. Techniques of Data Collection .....	37
F. Technique of Data Processing and Data Analysis .....	39
<b>CHAPTER IV FINDING AND DISCUSSION</b>	
A. Finding.....	41
B. Discussion.....	56
<b>CHAPTER V CLOSURE</b>	
A. Conclusion .....	64
B. Suggestion .....	64
<b>BIBLIOGRAPHY</b>	
<b>CURRICULUM VITAE</b>	

## **LIST OF TABLE**

A. Table 3.1 Data and Source of Data .....	39
B. Table 4.1 List of Research Process .....	44
C. Table 4.2 List of Students' Response Towards Using Games' in Teaching English Vocabulary .....	54

## **LIST OF APPENDICES**

1. Appendix I : Translatory list
2. Appendix II : Transcript of Observations
3. Appendix III : Transcript of Interview
4. Appendix IV : Transcript of Questionnaire
5. Appendix V : General Description of SDN Anjir Seberang Pasar II. 1
6. Appendix VI : Profil of SDN Anjir Seberang Pasar II. 1
7. Appendix VII : Visi, Misi dan Tujuan Sekolah
8. Appendix VIII : Description of Teacher of SDN ASP II. 1
9. Appendix IX : Description of Students
10. Appendix X : Description of Facilities
11. Appendix XI : Photos of SDN Anjir Seberang Pasar II. 1
12. Appendix XII : Thesis Title Approval
13. Appendix XIII : Certificate Has Completed of Thesis Proposal Design
14. Appendix XIV : Seminar Notes of Thesis Proposal Design
15. Appendix XV : Letter of Research
16. Appendix XVI : Consultation Sheets
17. Appendix XVII : Curriculum Vitae