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

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

THESIS

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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,

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ABSTRAK


Kata Kunci: Kosakata, Permainan, Pengajaran Pelajar Pemula


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 و السلام علي سيدنا محمد و علي اله و صحبه اجمعين.
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