

THE USE OF VOCABULARY GAMES AT TEACHING PRACTICE I

THESIS



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BANJARMASIN**



THE USE OF VOCABULARY GAMES AT TEACHING PRACTICE I

THESIS

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in partial fulfillment of the requirements
For the Degree of Sarjana in English Language Education

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APPROVAL

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Certify that the work in this thesis is, to the best of my knowledge and belief, original, except as acknowledged 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 cancelled due to the law.

Banjarmasin, January 07th, 2019

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ABSTRACT

Rizalul Hasani. 2018. *The Use Vocabulary Games at teaching practice I.* Thesis. English Education Department, Faculty of Tarbiyah and Teachers Training. Advisor: (I)Nani Hijriani, M.A and (II) Puji Sri Rahayu, M.A.

Keywords: vocabulary games, teaching and learning.

The problems formulations of this research are: what kinds of vocabulary games that pre service teachers uses in teaching practice I and how does the pre service teachers use vocabulary games in teaching practice I.

The subject of this research is the pre service teachers. The objects of the research are the use of vocabulary games in teaching practice vocabulary of fifth semester academic year 2014/2015.

To collect the data, the writer uses some techniques such as observation and interview. Then, all the data are analyzed descriptively qualitatively.

The result of this research states that there are many vocabulary games is used by English teacher, they are : *Matching Pictures, What's missing, Action Game, Market Game and Sculptures*. There are using vocabulary games are varied. 4 pre service teachers use vocabulary games when pre activity in learning process and 7 pre service teachers using when while activity.

ABSTRAK

Rizalul Hasani. 2018. *Penggunaan permainan kosakata di kelas PPL semester lima UIN Antasari tahun ajaran 2017/2018*. Thesis. Fakultas Tarbiyah dan Keguruan. Pembimbing: (I) Nani Hijriani, M.A dan (II) Puji Sri Rahayu, M.A.

Kata kunci: permainan kosakata, belajar mengajar.

Permasalahan pada penelitian ini adalah: jenis-jenis permainan kosa kata apa saja yang digunakan guru bahasa Inggris dalam praktek PPL I semester lima tahun ajaran 2017/2018 dan bagaimana guru bahasa Inggris menggunakan permainan kosa kata dalam praktek PPL I semester lima UIN Antasari tahun ajaran 2017/2018.

Subjek penelitian adalah para mahasiswa semester lima yang praktek di PPL I tahun ajaran 2017/2018. Objek penelitian adalah penggunaan permainan kosa kata dalam proses belajar mengajar kosa kata di PPL I semester lima tahun ajaran 2017/2018.

Untuk mengumpulkan data, penulis menggunakan beberapa teknik seperti observasi dan wawancara. Kemudian, semua data dianalisis secara deskriptif kuantitatif.

Hasil dari penelitian ini menyatakan bahwa banyak jenis – jenis permainan yang digunakan oleh guru bahasa Inggris, di antaranya adalah : *Matching Pictures, What's missing, Action Game, Market Game and Sculptures*. Mereka menggunakan permainan kosa kata bervariasi. 4 orang pre service teachers disaat awal pembelajaran dan 7 orang menggunakannya di tengah-tengah pembelajaran.

Motto

In the name of Allah The most Gracious The ever Merciful.

(The Holly Quran, Surah Al-Fatihah: 1)

Think, Do, and Never Regret.

(Me, myself)

DEDICATION

I dedicate my thesis with sincerity to:

My beloved parents:

H.Arbani and Hj.Raihanah

Who always pray and give me the best thing in my life, you cannot be changed by others.

My Wife:

Sari Safriana

Who always gives me spirit, praying, and everything in this world.

I hope that I can make you happy in this world and hereafter

My younger Sister:

Nor'asiah

Who always make me laugh and happy

All of my friends in

PBI C 2013, PPL 1 & 2, and KKN

Who help me much from the beginning till the end of this thesis

Thank you for everything

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الحمد لله رب العالمين والصلاة والسلام على أشرف الاء نبياء والمرسلين سيدنا و مولنا
محمد وعلى اله وصحبه اجمعين .أما بعد.

First of all, let us thank to Allah Almighty, the lord of the world, the master, and the creator of everything, who has been giving me guidance till finished this thesis entitled “The Use Games in Teaching Practice I”. Peace and Salutation always be upon Prophet Muhammad and all his companions who struggle for Allah.

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Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this thesis is not perfect yet. Therefore, the suggestion will be expected to make it better.

Banjarmasin, January 2019

The researcher

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