

**THE EFFECTIVENESS OF PELMANISM GAME FOR THE
THIRD GRADE STUDENTS' VOCABULARY MASTERY**

AN UNDERGRADUATE THESIS

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By

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STATEMENT OF AUTHENTICITY

I, the undersigned, Noor Sa'adah, declare that this undergraduate thesis is my original work, gathered and utilized especially to fulfill the purposes and objectives of this study, has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

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ABSTRACT

Noor Sa'adah. 2019. *The Effectiveness of Pelmanism Game for The Third Grade Students' Vocabulary Mastery.* Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisors: (I) Rahmila Murtiana, SS., MA, (II) Sovia Rahmaniah, M.Pd

Keywords: Effectiveness, Pelmanism, Vocabulary Mastery

This thesis describes the effectiveness of pelmanism game for the third grade students' vocabulary mastery. The research question of this study was "Is there any significant effect of pelmanism game for the third grade students' vocabulary mastery at SDN Benua Anyar 10?" The objective of this research was investigating the significant effect of Pelmanism Game for the third grade students' vocabulary mastery.

The research used pre experimental research method. This research was conducted in SDN Benua Anyar 10 Banjarmasin. The population of this reserach were students of the third grade students at SDN Benua Anyar 10 in academic year 2018/2019. The research used saturated sampling as the teachnique of the sampling. This research was employed one-group pretest-posttest design it is no randomization and no control class because there is only one class. Data analysis was conducted by using t-test with SPSS 22 program to test the hypothesis.

The result showed that different mean score of students' vocabulary mastery before taught using pelmanism game was 52.17. Meanwhile, the mean score of students' vocabulary mastery after taught using pelmanism game was 82.83. The result of counting score using T-test showed that $t_{count} (13.887) > t_{table} (2,074)$. The result of calculation indicated that H_a was accepted and H_o was rejected. The finding showed that Pelmanism Game was effective used in teaching vocabulary mastery for it could upgrade the students' vocabulary mastery.

ABSTRAK

Noor Sa'adah. 2019. *Efektivitas Permainan Pelmanism untuk Penguasaan Kosakata Kelas Tiga*. Skripsi. Jurusan Tadris Bahasa Inggris, Fakultas Tarbiyah, Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: (I) Rahmila Murtiana, SS., MA, (II) Sovia Rahmaniah, M.Pd

Kata Kunci: Efektivitas, Pelmanism, Penguasaan Kosakata

Skripsi ini menjelaskan keefektifan permainan pelmanism untuk penguasaan kosakata siswa kelas tiga. Pertanyaan penelitian dari penelitian ini adalah “Apakah ada pengaruh yang signifikan dari permainan pelmanisme untuk penguasaan kosakata siswa kelas tiga di SDN Benua Anyar 10?” Tujuan dari penelitian ini adalah menyelidiki efek signifikan dari Permainan Pelmanism untuk penguasaan kosakata siswa kelas tiga.

Penelitian ini menggunakan metode pre-eksperimen. Penelitian ini dilakukan di SDN Benua Anyar 10 Banjarmasin. Populasi penelitian ini adalah siswa kelas tiga di SDN Benua Anyar 10 tahun akademik 2018/2019. Penelitian ini menggunakan saturation sampling sebagai teknik pengambilan sampel. Penelitian ini menggunakan desain one-group pretest-posttest. Tidak ada pengacakan dan tidak ada kelas kontrol karena hanya ada satu kelas. Analisis data dilakukan dengan menggunakan Uji-T dengan program SPSS 22 untuk menguji hipotesis.

Hasil penelitian menunjukkan bahwa skor rata-rata penguasaan kosakata siswa berbeda sebelum diajarkan menggunakan permainan pelmanism adalah 52.17. Sementara itu, skor rata-rata penguasaan kosakata siswa setelah diajarkan menggunakan permainan pelmanisme adalah 82.83. Hasil penghitungan skor menggunakan uji-T menunjukkan bahwa $t_{hitung} (13.887) > t_{tabel} (2.074)$. Hasil perhitungan menunjukkan bahwa H_a diterima dan H_o ditolak. Temuan ini menunjukkan bahwa Pelmanism Game efektif digunakan dalam pengajaran penguasaan kosakata karena dapat meningkatkan penguasaan kosakata siswa.

MOTTO

**“Forget about all the reasons why something may not work. You only need to
find one good reason why it will.”**

-Dr. Robert Anthony-

DEDICATION

This thesis is dedicated to:

My beloved parents, Muhammad Arsyad and Sapiah who give me the greatest love, who always pray for my success, who teach me to be a good girl.

All my beloved brothers and sisters.

All my teachers, my lecturers, who have transferred their knowledge and experience to me.

My friends who always giving me the best support.

No words can explain my thankfulness.

May Allah the Almighty bless all of you

AAMIIN

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

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Researcher

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