

**THE IMPLEMENTATION OF THE WORD SQUARE GAME
IN TEACHING ENGLISH VOCABULARY FOR
YOUNG LEARNERS**

THESIS

**BY
SALMINA**



**ANTASARI STATE ISLAMIC UNIVERSITY
BANJARMASIN
2023 M/1444 H**



**THE IMPLEMENTATION OF THE WORD SQUARE GAME IN
TEACHING ENGLISH VOCABULARY FOR YOUNG LEARNERS**

An Undergraduate Thesis

Presented to Faculty of Tarbiyah and Teacher Training
In partial fulfillment of the requirements for the degree of
Sarjana Pendidikan

By

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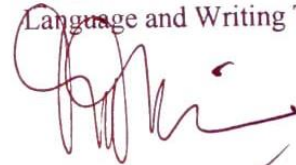
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ABSTRACT

Salmina. 190101030798. *The Implementation of the Word Square Game in Teaching English Vocabulary for Young Learners.* Dra. Andi Irlina, M. Hum and Yokke Andini, S.S., M.Pd in English Education Study Program, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. 2023

Keywords: Word Square Game, Teacher Perception, Vocabulary

This study examined the implementation process of the Word Square game in teaching English vocabulary for young learners and the teacher's perception of the implementation of the game for young learners. This research method uses a qualitative descriptive method to obtain the detailed and extensive data about this research. The data were obtained through observation and interviews and then those data were processed through data reduction, data presentation, and conclusion and verification. The participants in this study were fifteen people consist an English teacher and the fourteen young learners in fourth-grade of elementary school. Based on the research objectives, the findings were divided into two aspects, namely, the steps in the implementation of the Word Square game in teaching vocabulary such as preparing the material, delivering the material, distributing the Word Square game papers, and giving a score for each correct answer. The second finding is divided into three aspects, namely, the challenging and fun classroom, the ease of setting up the Word Square game, and the ease in overcoming the drawbacks that arose during the implementation of the game. Then there are two suggestions in this study, namely for English teachers who are expected to be able to use more varied media and techniques in teaching English and the next researchers are hoped that they will be able to continue research about the Word Square game so that this game would be known wider.

ABSTRAK

Salmina. 190101030798. *Implementasi Game Word Square dalam Pengajaran Kosakata Bahasa Inggris untuk Pembelajar Muda.* Dra. Andi Irlina, M.Hum dan Yokke Andini, S.S., M.Pd di Program Studi Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Antasari. 2023

Kata Kunci: Permainan Word Square, Persepsi Guru, Kosakata

Studi ini mengkaji proses penerapan permainan Word Square dalam pengajaran kosa kata bahasa Inggris untuk pelajar muda dan persepsi guru tentang penerapan permainan tersebut kepada pembelajar muda. Metode penelitian ini menggunakan metode deskriptif kualitatif untuk memperoleh data yang lebih rinci dan luas terkait penelitian ini. Data diperoleh melalui observasi dan wawancara kemudian data tersebut diolah melalui reduksi data, penyajian data, serta penarikan kesimpulan dan verifikasi. Peserta dalam penelitian ini terdiri dari lima belas orang yaitu seorang guru bahasa Inggris dan empat belas pembelajar muda kelas empat sekolah dasar. Berdasarkan tujuan penelitian, temuan dibagi menjadi dua aspek, yaitu langkah-langkah pengimplementasian permainan Word Square dalam pengajaran kosa kata seperti menyiapkan materi, menyampaikan materi, membagikan kertas permainan Word Square, dan memberikan skor untuk setiap jawaban yang benar. Temuan kedua dibagi menjadi tiga aspek yaitu kelas yang santai dan menyenangkan, kemudahan dalam persiapan permainan Word Square dan kemudahan dalam mengatasi kekurangan yang muncul dalam permainan ini. Kemudian saran yang ada pada penelitian ini ada dua yaitu untuk guru bahasa Inggris yang mana diharapkan untuk bisa menggunakan media dan teknik yang lebih variatif dalam mengajarkan bahasa Inggris dan untuk peneliti selanjutnya diharapkan mampu meneruskan penelitian untuk menggali lebih dalam tentang permainan Word Square agar dikenal lebih luas.

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The author hopes that this research can be useful for subsequent researchers. The author realizes this paper is imperfect, so constructive criticism and suggestions are graciously accepted.

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Salmiqa

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