

**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
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OF SDN ANJIR SEBERANG PASAR II. 1
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THESIS

Presented to
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By

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Bunjarmasin, May 2018

The writer,



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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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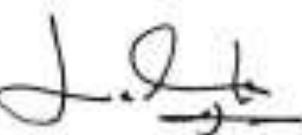
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ABSTRAK

Ratna Sari. Penggunaan Permainan dalam Mengajar Kosa-Kata 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 kosa-kata 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 kosa-kata bahasa Inggris terhadap murid dan bagaimana para siswa merespon terhadap permainan kosa-kata 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 kosa-kata 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 kosa-kata 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.

My beloved family: my parents Husaini and Misna Wati, my brothers Hidayatullah and M. Irpansyah, younger sister Siti Norhalisa. Thanks for helping me. You are my motivation and inspiration. Thanks for supporting me praying me and other precious me things that you have given to me.

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Praise be to Allah SWT the Almighty who has been giving me guidance till the writer finished this thesis entitled: Using Games in Teaching English Vocabulary to Young Learners at the Fourth Grade SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.

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