USING VOCABULARY GAMES IN TEACHING AND LEARNING VOCABULARY OF THE SECOND GRADE STUDENTS AT MTS RAUDHATUSYSYUBBAN BANJAR REGENCY ACADEMIC YEAR 2014/2015

THESIS



BY: NORLATIFAH

ANTASARI STATE INSTITUTE FOR ISLAMIC STUDIES
BANJARMASIN
2016 A.D 1437 H

USING VOCABULARY GAMES IN TEACHING AND LEARNING VOCABULARY OF THE SECOND GRADE STUDENTS AT MTS RAUDHATUSYSYUBBAN BANJAR REGENCY ACADEMIC YEAR 2014/2015

THESIS

Presented to

Antasari State Instituted for Islamic Studies Banjarmasin in partial fulfillment of the requirement

For the degree of Sarjana in English Language Education

by

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JULY, 2016 A.D/1437 H

APPROVAL

This is to certify that the sarjana's thesis of Norlatifah, Reg. Number 07012448478 with the title:USING VOCABULARY GAMES IN TEACHING AND LEARNING VOCABULARY OF THE SECOND GRADE STUDENTS AT MTs RAUDATUSYSYUBBAN BANJAR REGENCY ACADEMIC YEAR 2014/2015has been approved by the thesis advisor for further approval by the board of examiners.

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Certify that the work in this thesis is, to the best of my knowledge and belief,

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entirely, I understand that my thesis and academic title will be cancelled due to

the law.

Banjarmasin, July 25, 2016

The writer,

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ABSTRACT

Norlatifah. 2016.Using Vocabulary Games In Teaching And Learning Vocabulary Of The Second Grade Students at MTs Raudhatusysyubban Banjar Regency academic year 2014/2015. Thesis. English Education Department, Faculty of Tarbiyah and Teachers Training. Advisor:Drs. Saadillah, M.Pd.

Keywords: vocabulary games, teaching and learning.

The problems formulations of this research are: what kinds of vocabulary games that the English teacher uses in teaching and learning vocabulary of the second grade students at MTs Raudhatusysyubban Banjar regency academic year 2014/2015 and how does the English teacher use vocabulary games in teaching and learning vocabulary of the second grade students at MTs Raudhatusysyubban Banjar regency academic year 2014/2015

The subject of this research is the English teacher of the second grade students at MTs Raudatusysyubban Banjar regency academic year 2014/2015. The objects of the research are the use of vocabulary games in teaching and learning vocabulary of the second grade students at MTs Raudhatusysyubban Banjar Regency academic year 2014/2015.

To collect the data, the writer uses some techniques such as observation, documentary 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 vocabulary tennis, dictionary skill, line, matching the pictures, sculpture and word search. Teacher uses vocabulary games can be classified into good category. It can be seen from the writer's observation, lesson plans and materials, teaching activities, time allocation and learning goal.

ABSTRAK

Norlatifah. 2016.penggunaan permainan kosakata dalam proses belajar mengajar kosakata pada siswa kelas dua di Mts Raudhatusysyubban kabupaten Banjar tahun ajaran 2014/2015.Thesis. FakulatAs Tarbiyah dan Keguruan. Pembimbing:Drs. Saadillah, M.Pd.

Kata kunci: permainan kosakata, belajar mengajar.

Permasalahan pada penelitian ini adalah: jenis-jenis permainan kosakata apa saja yang digunakan guru bahasa Inggris dalam proses belajar mengajar kosakata pada siswa kelas dua di Mts Raudhatusysyubban kabupaten Banjar tahun ajaran 2014/2015 dan bagaimana guru bahasa Inggris menggunakan permainan kosakata dalam proses belajar mengajar kosakata pada siswa kelas dua di Mts Raudhatusysyubban kabupaten Banjar tahun ajaran 2014/2015

Subjek penelitian adalah guru bahasa Inggris di kelas dua MTs raudhatusysyubban kabupaten Banjar tahun ajaran 2014/2015. Objek penelitian adalah penggunaan permainan kosakata dalam proses belajar mengajar kosakata pada siswa kelas dua di Mts Raudhatusysyubban kabupaten Banjar tahun ajaran 2014/2015.

Untuk mengumpulkan data, penulis menggunakan beberapa teknik seperti observasi, dokumentasi 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, permainan *vocabulary tennis, dictionary skill, line, matching the pictures, sculpture and word search*. Guru dalam menggunakan permainan kosakata dapat diklasifikasikan kedalam kategori baik. Hal itu dapat dilihat dari hasil observasi, rencana pembelajaran, bahan ajar, aktivitas mengajar, alokasi waktu dan tujuan pembelajaran.

MOTTO

JUST BE YOURSELF

DEDICATION

ALL PRAISES BE TO ALLAH FOR HIS MERCY AND BLESSING TO MY LIFE
AND MY FAMILY...

MY GREATEST INSPIRATION, PROPHET MUHAMMAD PEACE BE UPON
HIM...

THIS THESIS IS DEDICATED TO:

MY BELOVED PARENTS: ABAH AND MAMA

WHO ALWAYS PRAY AND GIVE ME THE BEST THING IN MY LIFE, YOU

CANNOT BE CHANGED BY OTHERS.

MY LOVELY HUSBAND
WHO ALWAYS STAND BESIDE ME

MY BROTHER AND SISTERS,
WHO ALWAYS BE MY INSPIRATION.

MY TEACHERS AND LECTURERS
WHO HAVE TAUGHT AND GIVEN ME KNOWLEDGE

MY BELOVED SOUL MATE ENGLISH CLASS A 2007
ALL MY FRIENDS

ACKNOWLEDGEMENT

بسم الله الرحمن الرحيم المدينا الصلام على اشرف الانبياء و المرسلين سيدينا و مولانا محمد و على اله و صحبه اجمعين

Praise be to Allah the almighty who has been giving me guidance till the researcher finished the thesis entitle "USING VOCABULARY GAMES IN TEACHING AND LEARNING VOCABULARY OF THE SECOND GRADE STUDENTS AT MTs RAUDATUSYSYUBBAN BANJAR REGENCY ACADEMIC YEAR 2014/2015".Peace and salutation always be upon Prophet Muhammad P. B. U. H and all his companions who struggle for Allah, as well as his followers until the end of the day.

To complete this research the writer has got much support, direction, and motivation from manypeople. The writer thinks that they are unforgettable and usefulness. The writer expressed her grade gratitude to those who have given the writer support, advise, guidance and idea, the researcher would like to express appreciation and gratitude to:

- Dr. HidayatMa'ruf, M. Pd as the Dean of Tarbiyah and TeachersTraining faculty of Antasari State Institute for Islamic Studies Banjarmasin and all his staff for their help in administrative matters.
- 2. Drs. Sa'adillah, M. Pd, as the head of English Education Department and also as my academic advisor for the assistance, motivation, help, advice, correction, suggestion, motivates guidance and encouragement to the writer to do this research.

3. All lecturers who have given the writer knowledge and advice.

4. Also all my friends who have directly and indirectly supporting me to

complete this study.

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.

Banjarmasin, <u>Syawal 1437 H</u> July2016 A.D

The Writer

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