STUDENTS' VOCABULARY MASTERY THROUGH SPELLING BEE GAME AT SEVENTH GRADE OF MTsN 4 HULU SUNGAI TENGAH



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Certify that the work in this thesis is, to the best of my knowledge and belief, original. Except as the acknowledge in the text, and has not been submitted, either in whole or in part, for a degree at this university or any other university. If someday, it is proven as duplication, imitation, plagiarism or made by others partly of entirely. I understand that my thesis and academic title will be canceled due to the law.

Banjarmasin, December 7th 2018

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ABSTRACT

Nurul Wahdah, 2018, *Students' Vocabulary Mastery Through Spelling Bee Game at Sevent Grade of MTsN 4 Hulu Sungai Tengah.* Thesis. English Education Department, Faculty of Tarbiyah and Teachers Training. Advisor: (1) Dra. Andi Irlina, M.Hum. (2) Raida Asfihana , M.Pd.

Keywords: Vocabulary Mastery, Spelling Bee Game

This research is entitled: "Students' Vocabulary Mastery Through Spelling Bee Game at Sevent Grade of MTsN 4 Hulu Sungai Tengah". The problem should be answered in this reseach are: 1) How is students' vocabulary mastery skill in control class, 2) How is students', vocabulary mastery skill in experiment class, 3) Is there any different on students' vocabulary mastery before using spelling bee game and after using it.

The subject of this research is 72 students of the seventh grade at MTsN 4 Hulu Sungai Tengah. The object of the research is the application of Spelling Bee Game in teaching vocabulary mastery.

The researcher used quasi-experimental design with non-equivalent control group design. The population of this research was the seventh grade of MTsN 4 Hulu Sungai Tengah. It consisted of 72 students which divided into two group of class where 36 students from VII B as experimental class and 36 students from VII A as a control class. The independent variable of this research was Spelling Bee Game and the dependent variable of this research was students' vocabulary mastery. The instrument of this research was vocabulary test used in pre-test and post-test. This research used purposive sampling technique.

The result of this research indicates that the use of spelling bee game strategy is effective to teaching vocabulary mastery of the seventh grade at MTsN 4 Hulu Sungai Tengah and there is significance difference score for the students who use spelling bee game than the students who teach without spelling bee game. However, the use spelling bee game is success to teaching vocabulary mastery of the seventh grade at MTsN 4 Hulu Sungai Tengah.

ABSTRAK

Nurul Wahdah, 2018, *Penguasaan Kosakata Siswa Melalui Game Ejaan Lebah di Kelas Tujuh di MTsN 4 Hulu Sungai Tengah*. Tesis. Departemen Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Pelatihan Guru. Penasihat: (1) Dra. Andi Irlina, M.Hum. (2) Raida Asfihana, M.Pd.

Kata kunci: Penguasaan Kosakata, Game Ejaan Lebah

Penelitian ini berjudul: "Penguasaan Kosakata Siswa Melalui Game Spelling Bee di Kelas Tujuh dari MTsN 4 Hulu Sungai Tengah". Masalah yang harus dijawab dalam penelitian ini adalah: 1) Bagaimana keterampilan penguasaan kosakata siswa di kelas kontrol, 2) Bagaimana keterampilan penguasaan kosakata siswa di kelas eksperimen, 3) Apakah ada perbedaan penguasaan kosa kata siswa sebelum menggunakan permainan ejaan lebah dan setelah menggunakannya.

Subjek penelitian ini adalah 72 siswa kelas tujuh di MTsN 4 Hulu Sungai Tengah. Objek penelitian adalah penerapan Game Ejaan Lebah dalam pengajaran penguasaan kosakata.

Peneliti menggunakan desain eksperimen semu dengan desain kelompok kontrol yang tidak setara. Populasi penelitian ini adalah siswa kelas tujuh MTsN 4 Hulu Sungai Tengah. Ini terdiri dari 72 siswa yang dibagi menjadi dua kelompok kelas di mana 36 siswa dari VII B sebagai kelas eksperimen dan 36 siswa dari VII A sebagai kelas kontrol. Variabel independen dari penelitian ini adalah Spelling Bee Game dan variabel dependen dari penelitian ini adalah penguasaan kosakata siswa. Instrumen penelitian ini adalah tes kosakata yang digunakan dalam pre-test dan post-test. Penelitian ini menggunakan teknik purposive sampling.

Hasil penelitian ini menunjukkan bahwa penggunaan strategi permainan ejaan lebah efektif untuk mengajar penguasaan kosakata kelas tujuh di MTsN 4 Hulu Sungai Tengah dan ada perbedaan skor yang signifikan untuk siswa yang menggunakan permainan ejaan lebah daripada siswa yang tidak menggunakan permainan ejaan lebah. Namun, permainan yang menggunakan ejaan lebah berhasil mengajarkan penguasaan kosakata kelas tujuh di MTsN 4 Hulu Sungai Tengah.

MOTTO

ٱقۡرَأۡ كِتَٰبَكَ كَفَىٰ بِنَفۡسِكَ ٱلۡيَوۡمَ عَلَيۡكَ حَسِيبٗا ١٤

"Read thine (own) record: Sufficent is thy soul this day to make out an account against thee."

DEDICATION

I dedicate this thesis with sincerity to

1. My beloved parents: My Father Kumaidi and My Mom Sumainah who always pray for me, struggle, motivate, advices, support me in very single breath in my live and teach me about simplicity and sincere and always listening to the complaints that I have faced so far. I hope this thesis can make them proud of me and gift for their patience. Thank for being my greatest world. I really proud of you and so much from the deepest my heart trough. Thanks for everything.
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Finally, the writer hopes that this study will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, Rabiul Akhir 1st 1440 H

December, 9th 2018

Writer

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