THE EFFECTIVENESS OF USING GAMES IN TEACHING VOCABULARY FOR YOUNG LEARNERS

THESIS



BY

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by
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APPROVAL

This is to certify that the *sarjana's* thesis of Arum Trisnawati, Reg.Number 1301240741 with the title THE EFFECTIVENESS OF USING GAMES IN TEACHING VOCABULARY FOR YOUNG LEARNERS, has been approved by the thesis advisors for further approval by the board of Examiners.

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STATEMENT OF AUTHENTICITY

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Certify that the work in this thesis is, to the best of my knowledge and beliefe, original, except as acknowledged 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 or entirely, I understand that my thesis and academic title will be cancelled due to the law.

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ABSTRACT

Arum Trisnawati. 2017. *The Effectiveness of Using Games in Teaching Vocabulary for Young Learners.* Thesis. English Education Department, Faculty of Tarbiyah and Teachers Training. Advisors: (1) Drs. H. Ahdi Makmur, M.Ag., Ph.D (2) Afifah Linda Sari, S.S., M.Pd

Keywords: Effectiveness, Games, Teaching Vocabulary and Young Learners.

Vocabulary is the first stage in any language learning. Without vocabulary, people cannot communicate effectively. Some students have difficulties to memorize new vocabulary. Therefore, the researcher is interested to know the students' score of using games in teaching vocabulary for young learners at SDN Kebun Raya 1 Kintap.

The problem statements of this research are: (1) Is there any significant different in score between students' mastery of English vocabulary in control class and experiment class?.

The research design in conducting the research, the researcher uses quantitative method, basically on experimental research. The primary data will be collected by conducting test (pre and post test).

The Population and sample of the research are students class V A and V B of SDN Kebun Raya 1 Kintap academic year 2016/2017 with the total number is 42 students. To collect the data, the researcher used the techniques of observation, test and documentary. Data processing in this research was divided into five phases: editing, coding, scoring, tabulating and data interpretation. Then, all the data are analyzed quantitatively.

The result of this research states that the students' vocabulary achievement in control class is 70,62 and in experiment class is 88,098. In addition, there is a significant difference score between control class that taught without using games and experiment class that taught by using games. Therefore, using games in teaching vocabulary at SDN Kebun Raya 1 Kintap is effective and the hypothesis (Ha) is accepted because the students' t test (to) = 4,56 is higher than t table (tt) 5% = 2,02 and 1% = 2,71.

ABSTRAK

Arum Trisnawati. 2017. *Efektivitas Penggunaan Permainan dalam Pembelajaran Kosakata untuk Anak-anak. Skripsi. Pendididkan Bahasa Inggris, Fakultas Tarbiyah dan Keguruan. Pembimbing: (1) Drs. H. Ahdi Makmur, M.Ag., Ph.D dan (2) Afifah Linda Sari, S.S., M.Pd*

Kata Kunci: *Efektivitas, Permainan, Pembelajaran Kosakata dan Anak-anak.*

Kosakata adalah tahapan paling awal dalam pembelajaran bahasa. Tanpa kosakata, orang tidak bisa berkomunikasi secara efektif. Beberapa siswa kesulitan menghafal kosakata baru. Oleh karena itu, peneliti tertarik untuk mengetahui apakah efektif menggunakan permainan dalam pembelajaran kosakata untuk anak-anak SDN Kebun Raya 1 Kintap.

Rumusan masalah dari penelitian ini adalah: (1) Adakah perbedaan nilai yang signifikan anatara penguasaan kosakata siswa pada kelas kontrol dan kelas eksperimen?.

Desain penelitian dalam pelaksanaan penelitian, peneliti menggunakan metode kuantitatif, terutama pada penelitian eksperimen. Data yang utama akan dikumpulkan menggunakan tes (sebelum dan sesudah).

Populasi dan sampel penelitian adalah siswa kelas V A dan V B SDN Kebun Raya 1 Kintap tahun akademik 2016/2017 dengan jumlah siswa 42 orang. Untuk mengumpulkan data, peneliti menggunakan teknik observasi, tes dan dokumen. Pengolahan data dalam penelitian ini dibagi menjadi lima tahap: pengeditan, pengkodean, penilaian, tabulasi dan interpretasi data. Kemudian, semua data dianalisis secara kuantitatif.

Hasil penelitian ini menyatakan bahwa pencapaian kosakata siswa pada kelas kontrol adalah 70,62 dan pada kelas eksperiment adalah 88,098. Oleh karena itu, terdapat perbedaan nilai yang signifikan antara kelas kontrol yang diajar tanpa menggunakan permainan dan kelas eksperimen yang diajar menggunakan permainan. Oleh karena itu, penggunaan permainan dalam pengajaran kosakata di SDN Kebun Raya 1 Kintap adalah efektif dan hepotesis (Ha) diterima karena t tes siswa (to) = 4,56 lebih tinggi dari t table (tt) = 5% = 2,02 dan 1% = 2,71.

MOTTO

“Live as if you were to die tomorrow.

Learn as if you were live forever”

by Gandhi

DEDICATION

This thesis is dedicated to:

My beloved father and mother

"Muhammad Sholeh and Suyanik"

Thanks a lot for your love, belief, attention, motivation

You always give the best for me. You are my precious power who always pray for my success, give me spirit, advice and guide me to be a good person.

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

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The Researcher

Arum Trisnawati

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