



1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
  - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik atau tinjauan suatu masalah.
  - b. Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.
2. Dilarang mengemukakan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Hak Cipta Dilindungi Undang-Undang  
© Hak Cipta Milik Perpustakaan IAIN Syekh Nurjati Cirebon

**THE INFLUENCE OF SPELLING BEE GAME ON THE STUDENTS'  
ACHIEVEMENT IN ENGLISH VOCABULARY AT THE SEVENTH  
GRADE STUDENTS OF SMP NEGERI 1 SURANENGGALA CIREBON**

**A THESIS**

Submitted to English Education Department of Syekh Nurjati State Institute for  
Islamic Studies In Partial Fulfillment of the Requirements for Islamic Scholar  
Degree in English Education



**Arranged by:**

**IIN INAYATULLAH**

**Reg. Number :58430710**

**ENGLISH EDUCATION DEPARTMENT OF TARBIYAH FACULTY OF  
SYEKH NURJATI STATE INSTITUTE FOR ISLAMIC STUDIES**

**CIREBON**

**2012**



1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
  - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik atau tinjauan suatu masalah.
  - b. Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.
2. Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seijin Perpustakaan IAIN Syekh Nurjati Cirebon.

Hak Cipta Dilindungi Undang-Undang

© Hak Cipta Milik Perpustakaan IAIN Syekh Nurjati Cirebon

## ABSTRACT

**IIN INAYATULLAH**  
**(58430710)**

**：“THE INFLUENCE OF SPELLING BEE GAME ON THE STUDENTS’ ACHIEVEMENT IN ENGLISH VOCABULARY AT THE SEVENTH GRADE STUDENTS OF SMP NEGERI 1 SURANENGGALA CIREBON”**

Spelling Bee game is one of the vocabulary game that can be applied in teaching and learning process. It is use for memorizing, pronouncing, and improving students’ vocabulary and so forth. Vocabulary is the most important element in learning foreign language especially in English vocabulary. The seventh grade students of *SMP Negeri 1 Suranenggala Cirebon* feel difficult in pronouncing English vocabulary moreover most of them don’t understand the meaning of the word. Their luck of vocabulary stucks students’ abiity to enhance their passion to learn English especially in speaking skill.

The aims of the research are to find out how far the students’ achievement in English vocabulary before applying Spelling Bee game at the seventh grade students of *SMP Negeri 1 Surenenggala Cirebon* and to find out how far the students’ achievement in English vocabulary after applying Spelling Bee game at the seventh grade students of *SMP Negeri 1 Surenenggala Cirebon*.

The method of the resarch in writing this thesis is using a quantitative method. It refers to the systematic empirical investigation of the research phenomena via statiscal or mathematical techniques. The object of quantitative research is to develop and employ mathematical model. The population in this thesis is all of the students at the seventh grade of *SMP Negeri 1 Suranenggala Cirebon* totally 336 students. All of students at the seventh grade consist of eight classes. And the researcher took a sample from one class namely VII B totally 43 students.

The result of the research is known that mean of the students’ post test (75.69) is bigger than mean of the students’ pre-test (37.67). The influence of students’ achievement in English vocabulary can be known by using t-test at the significance level 0.05, is gotten  $t_{\text{value}}$  is bigger than  $t_{\text{table}}$ , that is  $t_{\text{value}} = 2.18 > t_{\text{table}} = 1.68$ . it means that  $H_a$  is accepted and  $H_o$  is rejected. It shows that there is influence of Spelling Bee game on the students’ achievement in English vocabulary.

## PREFACE

Bismillahirrahmanirrahiim,

Praise is to Allah SWT, the God Al-Mighty, most gracious and most merciful, Lord of the universe, who has bestowed a divine gift of grace for each human being. *Shalawat* and *salam* gives to our prophet, our leader, Muhammad Saw, the messenger of Allah and model provider of good who has guided us to the way that full of God's mercy.

With the blessing of Allah the Almighty. A number of wonderful people have worked hard and support the writer is finally able to finish writing this thesis under the title "**THE INFLUENCE OF SPELLING BEE GAME ON THE STUDENTS' ACHIEVEMENT IN ENGLISH VOCABULARY AT THE SEVENTH GRADE STUDENTS OF SMP NEGERI 1 SURANENGGALA CIREBON.**"

This thesis is presented to the English Study Program Tarbiyah Faculty of The State Institute for Islamic Studies (IAIN) Syekh Nurjati Cirebon in partial fulfillment of requirements for the Islamic Scholar in English Education (S. Pd. I)

Grateful acknowledgement are due to a lot of people who have taken a part helped, supported, and advised the writer in constructing this the. Therefore, the writer would like to convey her sincere gratitude to:

1. Prof. DR. H. Maksum Mukhtar, M.A, President of the State Institute for Islamic Studies (IAIN) Syekh Nurjati Cirebon.



2. DR. Hj. Huriyah Saleh, M.Pd, Chairwoman of English Education Department of IAIN Syekh Nurjati Cirebon and as the first supervisor.

Drs. Mustopa M.Ag, as the second supervisor who has given valuable guidance, motivation, suggestion, and helps the writer during the process of writing this thesis.

3. My beloved parents, my sisters who always give spirit, pray, financial help, and their invocation that never end.
4. All of friends who always give their support and motivation in finishing the thesis either formally or informally.

The writer trust that this thesis is still so many lacks found and far from being perfect because to make a good thesis will consume much time. Therefore, the writer with the great pleasure would receive the guidance, suggestion, and constructive critic from the readers.

At the last, the writer hopes that this thesis would be useful and valuable for the readers and particularly for the writer and for English Education Department of the State Institute for Islamic Studies (IAIN) Syekh Nurjati Cirebon.

Cirebon, , 2012

Writer





1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
  - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik atau tinjauan suatu masalah.
  - b. Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.
2. Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

## TABLE OF CONTENTS

<b>ABSTRACT .....</b>	<b>i</b>
<b>APPROVAL .....</b>	<b>ii</b>
<b>OFFICIAL NOTE .....</b>	<b>iii</b>
<b>RATIFICATION .....</b>	<b>iv</b>
<b>LETTER OF AUTHENTICITY .....</b>	<b>v</b>
<b>ACKNOWLEDGEMENT .....</b>	<b>vi</b>
<b>AUTOBIOGRAPHY .....</b>	<b>vii</b>
<b>PREFACE .....</b>	<b>viii</b>
<b>TABLE OF THE CONTENTS .....</b>	<b>ix</b>
<b>CHAPTER 1</b>	
<b>INTRODUCTION</b>	
A. The Background of the Problem.....	1
B. The Identification of the Problem.....	3
C. The Limitation of the Problem .....	4
D. The Questions of the Research .....	5
E. The Aims of the Research .....	5
F. The Usefulness of the Research .....	6





1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
  - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik atau tinjauan suatu masalah.
  - b. Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.
2. Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

## CHAPTER II

### THE THEORETICAL FOUNDATIONS

A. Theory of Learning.....	8
B. The Steps of Teaching vocabulary .....	11
C. The Strategy of Vocabulary.....	12
D. The Definition of Game .....	13
E. The Definition of Spelling Bee game .....	15
F. The Basic Principles of Students' Vocabulary Achievement.....	21
G. The Frame of Thingking .....	26
H. The Hypothesis of the Research .....	28

## CHAPTER III

### THE METODOLOGY OF THE RESEARCH

A. The Objectives of the Research.....	30
B. The Place and Time of The Research .....	30
C. The Variables of the Research.....	30
D. The Approach of the Research .....	31
E. Population and Sampel of the Research .....	31
F. Method and Research Design.....	32
G. The Techniques of Collecting the Data .....	33
H. The Techniques of Analyzing Data.....	34

## CHAPTER IV

### RESEARCH FINDINGS AND DISCUSSION

A. ... The Students' Achievement in English Vocabulary Before Applying Spelling Bee Game .....	39
B. The Students' Achievement in English Vocabulary After Applying Spelling Bee Game .....	43
C. Test Requirements Analysis .....	46
D. The Influence of Spelling Bee Game on the Students' Achievement in English Vocabulary at the Seventh Grade Students of SMP Negeri 1 Suranenggala Cirebon .....	58
F. Discussion.....	59

## CHAPTER V

### CONCLUSION AND SUGESSTION

A. Conclusion.....	66
B. Suggestion .....	67

### BIBLIOGRAPHY

### APPENDIX



1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
  - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik atau tinjauan suatu masalah.
  - b. Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.
2. Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seijin Perpustakaan IAIN Syekh Nurjati Cirebon.



1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :
  - a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik atau tinjauan suatu masalah.
  - b. Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.
2. Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seijin Perpustakaan IAIN Syekh Nurjati Cirebon.

## CHAPTER I

### INTRODUCTION

#### A. The Background of the problem

In this modern era, people demand to have more than one language. Language as a tool for communication takes an important role in our daily activities. Without communication, we will be left behind. Communication in foreign language is a bridge to get information, knowledge and culture. Indonesia as a developing country has realized that English as an International language is needed to be mastered by Indonesian people.

Language learning is important for human's social development. As a language which is used by more than a half of population in the world, English holds the key as international language. English is a tool of communication among people of the world to get trade, social-cultural, science, and technology goals. Moreover, English competence is important in career development, therefore students need to understand and use English to improve their confidence to face global competition.

For a long time, learning English becomes a compulsory subject from school to university, even in recent years the English lesson became compulsory in elementary school. In fact, as if do not want to lose the primary school level,



education level kindergarten, too, as well as provide an introduction to English for some reasons and its programs clear or not.

English is essential to be taught for the younger people, for this case; students from the beginner up to the senior high school. In developing the students' ability in mastering English, it cannot be separated from vocabulary mastery. Because it can be a measurement of students in understanding English.

Spelling is not only improve their pronunciation in speaking but also give improvement in reading and writing. The importance of spelling has been questioned in recent years, as word processing programs are equipped with spell checkers, and some educational reformists have suggested that focusing on spelling holds back the creative processes of writing and that students will naturally develop spelling skills through reading. Reading Specialist Susan Jones, M.Ed., has researched how spelling improves reading and writing fluency and how it improves vocabulary and comprehension.

According to research by the Linguistic Department at Cambridge University, it doesn't matter in what order the letters in a word are, the only important thing is that the first and last letter be at the right place. The rest can be a total mess and you can still read it without a problem. This is because the human mind does not read every letter by itself, but the word as a whole.

Sometimes students do not know the meaning of vocabulary because they do not know the word itself. This circumstance happens when students face listening events so that they can't catch the meaning of conversation because they



do not the word. How can they catch the meaning if the word itself they do not at all.

Teaching vocabulary can be done through some ways or some techniques. One of them is by implementing of Spelling Bee game. Spelling Bee game is one of the funny game to teach English vocabulary. In this game children or students not only memorize a word, letter by letter but also students to brave speak in front of public. Moreover students not only develop their vocabulary but also they are able to practice either in speaking or understanding of meaning of words. By applying Spelling Bee game in teaching, indirectly, students might be improved their English vocabulary. At least it will be raised their self-confidence for speaking practice.

One of the most exciting ways to compete as an elementary or middle school student is in a spelling bee. If you're not athletically inclined (or even if you are), spelling bees provide both a worthwhile educational experience and a notable adrenaline rush. Succeed in area competitions and you'll be on your way up the ladder to compete at the highest rungs of the spelling bee circuit.

To be proved how far Spelling Bee game could be influenced students' vocabulary skill, in this thesis the writer tries to elaborate everything related to the technique of implementing Spelling Bee game and its effect for increasing students' vocabularies skill.

## **B. The Identification of The Problem**



The problem in this research is classified into the following sections:

### 1. The Field of The Research

This research which is entitled: “The Influence of Spelling Bee game on the Students Achievement in Vocabulary at the Seventh Grade Students of *SMP NEGERI 1 SURANENGGALA*” try to make students be able to speak and pronounce word well and they enjoy the game. The field of the research of this thesis is speaking skill.

### 2. The Kinds of The Problem

There are many problems in English, especially in speaking area. The research would like to mention the kinds of the problems in this research, they are:

- a. The students are shy to speak in English.
- b. The students aren't familiar with English vocabulary.
- c. Some of students aren't familiar with Spelling Bee game.
- d. The students don't able to speak in English correctly and fluently.
- e. Some students don't know the meaning of the word.

### 3. The Main of The Problem



The main problem of this thesis is to describes the students weakness or lack of vocabulary in English.

### C. The Limitation of The Problem

In this research, the writer will limit the problem which has relation to be more specific into **The Influence of Spelling Bee games on the Students' Achievement in Vocabulary on the Students at the Seventh Grade Students of SMP Negeri 1 Suranenggala.**

### D. The Questions of The Research

Based on the reasons above, the writer has tried to give close attention to know:

1. How far is the students' achievement in vocabulary before applying Spelling Bee game at the seventh grade students of *SMP Negeri 1 Suranenggala*?
2. How far is the students' achievement in vocabulary after applying Spelling Bee game at the seventh grade students of *SMP Negeri 1 Suranenggala*?
3. Is there any positive and significant the influence of Spelling Bee game at the seventh grade students of *SMP Negeri 1 Suranenggala*?

### E. The Aims of The Research

Then based on the questions of the research above, the writer has tried to arrange the aims of the research as follows:

1. To find out how far the students' achievement in English vocabulary before applying Spelling Bee game at the seventh grade students of SMP Negeri 1 Surenenggala is.
2. To find out how far the students' achievement in English vocabulary after applying Spelling Bee game at the seventh grade students of SMP Negeri 1 Surenenggala is.
3. To find out whether there is any positive and significant influence of Spelling Bee game application on the students' achievement in English vocabulary at the seventh grade students of SMP Negeri 1 Suranenggala.

#### **F. The Use of The Research**

These are the use of this research:

1. To find out the weakness of the students in mastery vocabulary
2. To improve the students' achievement in vocabulary
3. To motivate and encourage the students to speak English in the class moreover in their environment
4. The research can be a reference for the next research



## BIBLIOGRAPHY

Arikunto, Suharsimi. 2002. *Prosedur Penelitian Suatu Pendekatan Praktek*  
Jakarta: Rineka Cipta.

————— 2006. *Prosedur Penelitian*. Jakarta: Rineka Cipta

Broughton, Geoffrey at all, 1993. *Teaching English as a Foreign Language*.  
London: Routledge

Burns, R. 1995. *The adult learner at work*, Sydney: Business and Professional  
Publishing.

-----1995. *Rapid changes require enhancement of adult learning*'  
*HR Monthly* June, pp 16-17.

Harmer, Jeremy. 2001. *The Practice of English Language  
Teaching*. Third Edition. pg.86. Essex: Pearson Education Limited.

Hornby, A. S. 1995. *Oxford Advanced Learner's Dictionary of Current English*.  
New York: Oxford University Press.

[http://www.brookes.ac.uk/services/ocsd/4\\_resource/4\\_resource.html](http://www.brookes.ac.uk/services/ocsd/4_resource/4_resource.html)

[eHow.com http://www.ehow.com/list\\_5770069\\_benefits-participating-spelling-bee\\_.html#ixzz27xrTI9uJ](http://www.ehow.com/list_5770069_benefits-participating-spelling-bee_.html#ixzz27xrTI9uJ)

<http://factors-effect-learning-achievement-english.html>

<http://origin-term-spelling-bee.htm>

<http://history-spelling-bee.htm>

[http://en.wikipedia.org/w/index.php?title=Learning\\_theory\\_\(education\)&oldid=515003388](http://en.wikipedia.org/w/index.php?title=Learning_theory_(education)&oldid=515003388)

Jack, Richards and Richard Schmidt. 2010. *Longman Dictionary of Language  
Teaching and Applied Linguistics*. England: Pearson

Laird, D. 1985. *Approaches to training and development*, Reading, Mass:  
Addison-Wesley.

Nasution. 2000. *Didaktik Asas-asas Mengajar*. Jakarta: PT Bumi Aksara



Parera, Jos Daniel 1986. *Linguistik Edukasioal*. Jakarta: Erlangga

Riduwan. 2011. *Dasar-dasar Statistika*. Bandung. Alfabeta.

Sugiyono. 2009. *Metode Penelitian Pendidikan*. Bandung: Alfabeta.

——— 2010. *Metode Penelitian Kuantitatif Kualitataif dan R&D*.

Bandung:Alfabeta.

Tinambunan, Wilmar. 1988. *Evaluation of Student Achievement*. Jakarta: Depdikbud.

Travers, John P.1970. *Fundamental of Educational Psychology*. Scrantom, penvylvania: international Textbook Company.