# THE INFLUENCE OF APPLICATION OF SPELLING BEE GAME ON THE STUDENTS' VOCABULARY COMPETENCE AT THE SEVENTH GRADE STUDENTS OF *MTs TERPADU TUNAS CENDEKIA BABAKAN-CIWARINGIN CIREBON*

# A THESIS

Submitted to English Education Department of Tarbiyah Faculty of Syekh Nurjati State Institute for Islamic Studies in Partial Fulfillment of the Requirements for Islamic Scholar Degree in English Education (S.Pd.I)



By:

MIMIN MINTARSIH

Reg. Number: 58430529

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

CIREBON

2012

Hak Cipta

Milik Perpustakaan IAIN Hak Cipta Dilindungi Unda

Undang-Undang

/ekh Nurjati Cirebon

N

### ABSTRACT

MIMIN MINTARSIH

## : The Influence of Application of Spelling Bee Game on the Students' Vocabulary Competence at the Seventh Grade Students of MTs Terpadu Tunas Cendekia Babakan-Ciwaringin Cirebon

English language today has been a general language for communication and interaction around the world. So, we need to use English language and the mastery of vocabulary. In English learning, the students need to know more of vocabulary. The students' of the seventh grade of Islamic junior high school (MTs Terpadu Tunas *Cendekia*) have the difficulties of learning English vocabulary such as they are still poorly developed in English vocabulary competence especially in spelling. So, would their vocabulary competence increase by learning English spelling?

The writer tries to bring up an idea in learning vocabulary by using Spelling Bee game. Spelling bee game in the English learning classroom, practices the teacher as pronouncer and the students as speller with the depth learning continuously. Spelling bee game gives the aids to the student in memorizing and understanding the vocabulary of any English material. While, vocabulary is the total number of words in a language. So by mastering the vocabulary, the students can practice the English language.

The approach of this research is using an experimental quantitative approach. The data that is obtained used the statistical *pretest-posttest* analysis that calculated by t-test. And the techniques of collecting the data are by using observation, questionnaire and test. The population of the research is all of the seventh grade students at MTs TTC Babakan Ciwaringin. The seventh grade of the students' at MTs TTC Babakan Ciwaringin consists of 2 classes; 7a and 7b. The total number of population comes to 34. And for the sample, the writer use simple random sampling as many as 33 students.

The students' response of application of spelling bee game is as big as 67 %, it means students responded quite positively. The students' vocabulary competence of the *pretest* resulted the average score 6,3. Meanwhile, from the *posttest* resulted the average score 7,8. It shows the result of the *posttest* is higher than the result of the pretest and means the students' vocabulary competence increased. The result of t-test also shows t=6,543 that is compared by t-table=2,036 where it means there is positive significant influence of application of spelling bee game on the students vocabulary competence.

The conclusion is the students responded positively in application spelling bee game. Their vocabulary competence also increased by this application in the classroom. So, it has significant correlation in application of spelling bee game on the students' vocabulary competence.

N

0.0

Hak Cipta

0

ipta

Dilindungi

Undang-Undai

kh Nurjati Cirebon

#### PREFACE

In the name of Allah SWT, the Most Gracious and the Most Merciful. All praises and thankfulness be to Allah because of His permission the writer has been able to finish this thesis. May invocation and safety always be given to the prophet Muhammad (peace be upon him), his family and followers up to end of the world.

The title of my thesis is "THE INFLUENCE OF APPLICATION OF SPELLING BEE GAME ON THE STUDENTS' VOCABULARY COMPETENCE AT THE SEVENTH GRADE STUDENTS OF MTs TERPADU TUNAS CENDEKIA BABAKAN-CIWARINGIN" is submitted to fulfill one of the requirement for achieving the graduate degree at the English Department of Tarbiyah of The Faculty of The Institute For Islamic Studies (IAIN) Syekh Nurjati Cirebon.

In writing this thesis, there are so many people who have participated, helped and advised directly or indirectly. So on this opportunity the writer would like to express my sincerity and profound thankfulness to:

- Prof. Dr. H. Maksum Mochtar, MA. the Rector of IAIN Syekh Nurjati Cirebon. 1.
- Dr. Hj. Huriyah Saleh, M.Pd. the chairwomen of English Department. 2.
- 3. Tedi Rohadi, M.Pd. the first supervisor.
- Dra. Hj. Amroh Umaemah, the second supervisor 4.
- 5. Drs. Sukenda, M.Ed. the academic supervisor
- 6. Dr. Hj. Huriyah Saleh, M.Pd. also as the first examiner.
- Drs. Tohidin Masnun, M.Pd. as the second examiner. 7.

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

N

 $\Box$ 00

ilarang mengu . Pengutipan h

i hanya

untuk

mengutip

sepag

Hak

Cipia

pla

Dilindungi

Undang-Unda

- 8. Ali Mukayat, M.Pd.I. the Headmaster of MTs Terpadu Tunas Cendekia Babakan Ciwaringin.
- Nurlita Arani, S.Pd.I. the English teacher of MTs Terpadu Tunas Cendekia 9. Babakan Ciwaringin.
- 10. All teachers and school staff of MTs Terpadu Tunas Cendekia Babakan Ciwaringin.
- 11. The students of the seventh grade at MTs Terpadu Tunas Cendekia Babakan Ciwaringin.
- 12. All of my friends, especially the student of English program G.

The writer realized that this thesis is still far from being perfect and there are many mistakes both in the arrangement and in the content of this thesis. Therefore, any comment and suggestion given by the readers would be gladly welcome.

Finally, the writer hopes this thesis will be useful to the readers especially for the writer herself and for English faculty of IAIN Syekh Nurjati as reference on general.

Cirebon, July 31<sup>st</sup>, 2012

The Writer

MIMIN MINTARSIH

seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.

penel

litian,

penulisan

karya

ilmiah

penyusunan laporan, penulisan kritik atau tinjauan suatu masalah

N

b.a.D

. Pengutipan hanya

nya untuk k

atau

# **TABLE OF CONTENTS**

Hak Cipta Dilindungi Undang-Undang <ol> <li>Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber :         <ul> <li>Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik atau tinjauan suatu masalah.</li> <li>Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.</li> </ul> </li> <li>Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.</li> </ol>	© Hak Cipta Mili	PREFACE TABLE OF CON LIST OF THE T	`A
< Cipt: Ilis ini an, pe wajar ya ilm	k Per	CHAPTER I	Ι
Hak Cipta Dilindungi Undang-Undang a tulis ini tanpa mencantumkan dan m idikan, penelitian, penulisan karya ilmii ang wajar dari Perpustakaan IAIN Sye karya ilmiah ini dalam bentuk apapun	pustakaan IAIN S		A H C I H H
g-Undang (an dan menyebutkan sumber : karya ilmiah, penyusunan laporan, IAIN Syekh Nurjati Cirebon. k apapun tanpa seizin Perpustaka:	© Hak Cipta Milik Perpustakaan IAIN Syekh Nurjati Cirebon	CHAPTER II	<b>T</b>
penulisan kritik atau tinja an IAIN Syekh Nurjati Cire			F
ıuan suatu masalah. ebon.			( I

	viii
	NTSx
JNIE	AN15X
TAB	LESxiv
IN	TRODUCTION1
A. B. C. D. E.	The Background of the Problem1The Identification of the Problem7The Limitation of the Problem8The Questions of the Research8The Aims of the Research8
F.	The Use of The Research
ТН	E THEORETICAL FOUNDATIONS10
A.	The Understanding of Spelling Bee Game101. The Definition of Game102. The Bee and Spelling12a. The Description of the Bee12b. The Understanding of English Spelling143. The Description of Spelling Bee Game184. Teaching Vocabulary through Spelling Bee Game21a. Systematic Teaching of Spelling21b. Spelling Bee Lists23
B.	The Understanding of Vocabulary
C. D.	
D.	110 11ypoulesis of the Research

Page

# CHAPTER III THE METHODOLOGY OF THE RESEARCH.......45

	A. The Objective of the Research45B. The Variables of the Research45C. The Place and Time of the Research45D. The Research Design46E. The Population and the Sample of the Research461. The Population of the Research462. The Sample of the Research47F. The Technique of Collecting the Data481. Observation482. Questionnaire493. Test49G. The Technique of Analysis Data50
CHAPTER IV	THE RESEARCH FINDING AND DISCUSSION52
	<ul> <li>A. The Real Process of Teaching and Learning</li></ul>
CHAPTER V	CONCLUSION AND SUGGESTION72
	A. Conclusion72B. Suggestion73
BIBLIOGRAPH	<b>Y</b> 75
APPENDICES	

© Hak Cipta Milik Perpustakaan IAIN Syekh Nurjati Cirebon

L



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





## THE LIST OF TABLES

Table	1	The Symbol of the International Phonetic (IPA)	17
Table	2	English Pronouns	30
Table	3	Prepositions	36
Table	4	The Function and the examples of Part of Speech	37
Table	5	The Scored Questionnaire Distribution	58
Table	6	The Result of Students' Pretest of Spelling Bee Game (X	
		Variable)	60
Table	7	The Result of Students' Posttest of Students' Competence	
		in Vocabulary (Y Variable)	63
Table	8	The Analysis of X Variable and Y Variable	66

© Hak Cipta Milik Perpustakaan IAIN Syekh Nurjati Cirebon

#### **CHAPTER I**

#### INTRODUCTION

#### A. The Background of The Problem

Many creatures such as animal and even plant species communicate with each other. However, humans are noblest creature in this world and use the kinds of language for communication. As a tool of communication, language is an intermediary of our intention that creates the feelings and action also sets all activities in society. Another definition views language as a system of communication that enables humans to cooperate.

According to Fowler (1855:33-34) "Language – is the utterance of articulate sounds of the human voice for the expression of thought." He also mentioned on his book, as to the origin of language, three opinions have been maintained:

- 1. That language was the pure gift of God, conveyed in vocal sounds to the listening ear, as from a teacher to a pupil.
- 2. That it was the invention of man, contrived for the purpose of communication.
- 3. That it was neither the pure gift of God nor an invention of man, but the spontaneous result of his organization, just as reason is.

The priority of language in communication is understanding each other, human need to speak to convey what he means to other people who also get the intention of the speaker, so that it will be good interaction. Talk about language and interaction, English language today has been a general language for

seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.

penel

litian,

penu

lisan

karya

ilmiah

penyusunan laporan, penulisan kritik atau tinjauan suatu masalah

N

Dilarang mengutip sel a. Pengutipan hanya b. Pengutipan tidak m

iya untuk keper

communication and interaction around the world. Even though we live in a country that does not use English as a national language, but in this era of globalization which is almost of every thing using English as a lingua franca, for example, English language is used on technology, economic field, education, science, state, religion and as a global language of the world, so we need to master English language.

As Farzad Sharifian says on his book (2009:2) "EIL (English as an international language) emphasizes that English, with its many varieties, is a language of international, and therefore *intercultural*, communication." So, that is enough to answer why we should learn English language accurately. To follow the progress of current globalization, English language has been taught for a long time in schools. According to David Crystal (2003:5):

English is now the language most widely taught as a foreign language – in over 100 countries, such as China, Russia, Germany, Spain, Egypt and Brazil – and in most of these countries it is emerging as the chief foreign language to be encountered in schools, often displacing another language in the process.

In addition, the curriculum that is used in Indonesia today orientates to the competence, it means students are required to have certain competence or skill as a result of the learning process. The based competence of education emphasizes the ability to be possessed by a graduate education. The competence is often called the standard of competence that generally it's should be mastered by the graduates. Depdiknas defines the competence as knowledge, skill, and primary values that are reflected to thinking and action custom. That custom

seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.

penel

litian,

lisan

karya

ilmiah

penyusunan laporan, penulisan kritik atau tinjauan suatu masalah

N

Dilarang mengutip sel a. Pengutipan hanya b. Pengutipan tidak m

mengutip sebagian atau utipan hanya untuk keper

N Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon. b.a.D . Pengutipan hanya Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon. nya untuk k kepentingan pendidikan, penel litian, lisan karya ilmiah penyusunan laporan, penulisan kritik atau tinjauan suatu masalah

ini tanpa mencantumkan dan menyebutkan sumber

atau

seluruh karya tulis

Cipta

Dilindungi

Undang-Undai

kh Nurjati

enables someone becomes competence, in meaning he has knowledge, skill, and primary values to do something consistently and continuously (Majid & Dian Andayani, 2004:52).

Certainly, in communication that using English language, we need to interact and understand each other by using the rules of English language. In an interaction, we can not be separated with the vocabulary which are they content of many words that represent every thing in the world. On the other hand, the skills of reading, speaking, listening and writing also depends on the mastery of vocabulary or the words. As according to Oxford Advance Learner's Dictionary of current (1995:662) "Language is the system of sounds and words used by humans to express their thought and feelings". As a matter of fact, we as human being that using language in our daily communication have learned many thousands of word since childhood.

To know further, according to Jill and Charles Hadfield on their book (2006:45):

A vocabulary item, sometimes called a lexical item, can be:

- A single word, for example, *cat*, *table* Ι.
- 2. Two or three words that go together to make one meaning, for example, a noun like washing machine or a phrasal verb like pass out or come up with
- 3. A multi-word phrase or chunk of language like as a matter of fact, never mind, by the way.

As we know, the basic English vocabulary has been taught to the students since they at elementary school then to be continued until adult and because of the mastery of vocabulary and their confidence surely, they are going to ready to

speak English fluently. Talk about vocabulary, Jill and Charles Hadfield (2006:45) still says that learners need to know:

- 1. How to spelt
- 2. How it is pronounced
- 3. The meaning of the word
- 4. What part of speech it is
- 5. Which words it is often used with (collocation)
- 6. How the word is used: in what situations and contexts

The writer has an experience in teaching English on the seventh grade of Islamic junior high school (*MTs Terpadu Tunas Cendekia*), and the writer thinks that they have the difficulties of learning English especially in vocabulary. For the example case, when students are during in learning English in the classroom, the writer often meets the student who's still wrong in pronouncing and spelling the words, for example:

Teacher: what's your name?

Student: Ahmad Badri

Teacher: could you spell your name?

Student: ei-eij-em-ei-di bi-di-ar'-i

That student should spell ai for letter i and i for letter e, but he exchanged the letters, even there is a student spell letter y with *double* yu (w) it so far, they often also mispronounce the words and it's indicated they would find many mistakes in writing the vocabulary. Therefore, they need the rectification and improvement in learning English, in order to improve their vocabulary competence. Certainly, we don't hear a student pronounce or write the word

seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.

penel

litian,

lisan

karya

ilmiah

penyusunan laporan, penulisan kritik atau tinjauan suatu masalah

N

b.a D

. Pengutipan hanya

nya untuk k

atau

massage for the word message. For another case is they often have difficulty in understanding the meaning of the word (certain vocabulary) the writer is forced to finally give the solution by having the students to find the meaning in the dictionary and tell the meaning to them directly.

Because of students' limitation in memorizing, pronouncing. understanding and using the vocabulary, they need a method or a game that useful in English learning, because sometimes students, they are not really enough only with opening the dictionary. For many cases, mostly of them forgetting the vocabulary just after knowing the meaning.

Today, many methods applied in English classroom, but some of them just appropriate with certain situations, conditions and materials surely. The students need the way to how to master the words (the vocabulary) that useful for any English material. The writer tries to bring up an idea to make easy the students in learning vocabulary by using Spelling Bee game. Spelling bee game in the English learning classroom, practices the teacher as pronouncer and the students as speller with the depth learning continuously. Spelling bee game in the classroom, not only 'spell', but also using the rule of spelling such as the students have to recognize the definition of word (English to English), the form of word, the example of word, the homonym or antonym etc. Spelling bee game gives the aids to the student in memorizing and understanding the vocabularies of any English material. For examples:

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.

N

Dilarang menyu a. Pengutipan

mengutip

sebagian

seluruh karya tulis

ini tan penel

ipa mencantumkan dan menyebutkan sumber

lisan

karva

ilmiah

penyusunan laporan, penulisan kritik atau tinjauan suatu masalah

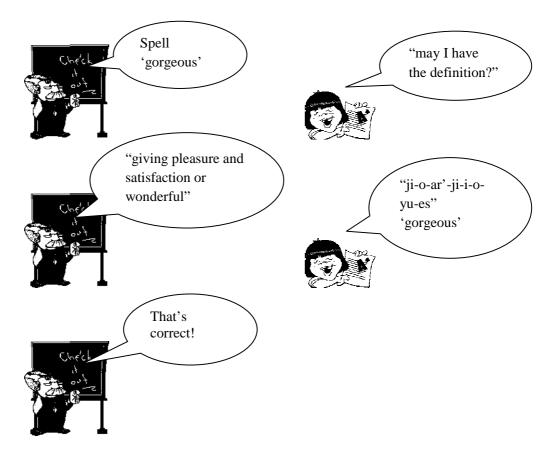
hanya

untuk

kepentingan atau

pendidikan

o a



Spelling bee game is a fun way learning to give the stimulation on the children or students that study English is joyful. At the first, spelling bee is the highest spelling competition that comes from United State, and usually the words Merriam-Webster taken form dictionary (downloaded from are www.wikipedia.com at 9.23 pm on April 1<sup>st</sup> 2012). But now, it can be a fun method or game that can be applied in the classroom. And this study is aimed to find out whether Spelling Bee Game could improve the vocabulary competence of the seventh grade of MTs Terpadu Tunas Cendekia Babakan Ciwaringin.

Based on the explanation above, the writer has the solution for the problem that happens on students that how to increase the vocabulary

0

N

60

N

 $\Box$ o a

ilarang mengu . Pengutipan l

mengutip har nya sepag

untuk k

atau

Perpusta

kh Nurjati

competence. Some students, has the difficulty in remembering and understanding the words, so that they have a way to solve it. In order to make easy the process of teaching and learning, this study is hoped to become a useful way for teacher and students, the study with entitled in "The Influence of Application of Spelling Bee Game on The Students' Vocabulary Competence at The Seventh Grade Students of MTs Terpadu Tunas Cendekia Babakan-Ciwaringin Cirebon".

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

The problems of this research are divided into three parts, as follow:

The Research Field 1.

The research field in writing this thesis is vocabulary. To help the students more interested, and understand easily in vocabulary, so the writer applies spelling bee game.

> 2. The Approach of the Research

The approach of this research is using an experimental quantitative approach and statistical analysis. So the data is obtained from particular forms and can be measured by using statistical analysis.

> 3. The Main Problem

The main problem of this research is the difficulty of the students in vocabulary. The students have the difficulty in memorizing, pronouncing, understanding and using the vocabulary.

#### C. The Limitation of The Problem

In English learning, maybe most of people or students have the variety of problems, so it can impede the process of English mastery. The students' problems in English learning depend on their situation and condition learning, also how the teacher teaches in classroom.

There are many rules of English learning that should be learnt and understood by the learners/students. Therefore, to avoid the wider problem in writing this thesis, the writer limits the problem with only discusses about the application of spelling bee game, the students' vocabulary competence, and the influence between both of them.

#### D. The Questions of The Research

The questions of the research are as follows:

- 1) How is the students' response of application of spelling bee game on students' vocabulary competence?
- 2) How is the students' competence in English vocabulary?
- 3) Is there any positive and significant influence of application of spelling bee game on the students' vocabulary competence?

## E. The Aims of The Research

Based on the questions of the research above, the writer has the aims of the research as follows:

Cirebon

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

N

 $\Box$ a a

ilarang mengu . Pengutipan l

hanya sepag

mengutip

Hak

- 1) To find out the data of the students' response of application of spelling bee game on students' vocabulary competence
- 2) To find out the data of the students' competence in English vocabulary
- 3) To find out the data of positive and significant influence of application of spelling bee game on the students' vocabulary competence

#### F. The Use of the Research

The research is hoped to be able to show the improving the students competence in memorizing, pronouncing, understanding and using the vocabulary of any English material through spelling bee game. Beside that, game or competition can motivate the students in learning English. So they can increase their vocabulary competence in joyful way.

Hak Cipta

Milik Perpustakaan IAIN

ekh Nurjati Cirebon

penyusunan laporan,

penulisan kritik atau tinjauan suatu masalah.

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.

N

. Dilarang mengu a. Pengutipan I

60

#### **BIBLIOGRAPHY**

- Alkhuli, Muhammad Ali. English as A Foreign Language and Teaching Methods. Riyadh: University Press, 1976.
- Arikunto, Suharsimi. *Prosedur Penelitian Suatu Pendekatan Praktik*. Jakarta: PT. Rineka Cipta, 2006.
- Babbie, Earl R.. *The Practice of Social Research*. Wadsworth: Change Learning, 2010.
- Bucky, Michael and Michael Calvert. *vaya Nuevo Vol. 2*. London: Thomas Nelson & Sons Ltd, 1994.
- Bulgarian National English Spelling Bee 1<sup>st</sup> annual 2011. *What is A Spelling Bee*. Bulgaria: 2011.
- Bryant, Jennings and Mary Beth Oliver. *Meddia Effects: Advances in Teaching.* York: New Routledge, 1994.
- Cameron, Lynne. *Teaching Language to Young Learners*. United Kingdom at the Cambridge: University Press, 2001.
- Crystal, David. *English as a Global Language*. Sudney: Cambridge University press, 2003.
- El-Shamy, Susan. Training Games. Virginia: Stylus Sterling, 2001.
- Fowler, William Chauncey. English Grammar: The English Language in its Elements and Forms. New York: Harper & Brothers, Publisher, 1855.
- Frank, Marcella. Modern English. London: Prentice-Hall, INC., 1972.
- Hadfield, Jill and Charles Hadfield. *Introduction to Teaching English*. New York: Oxford University Press, 2006.
- Hornby, A.S.. Oxford Advanced Learner's Dictionary of Current English. New York: Oxford University Press, 1995.
- Long, Michael H. and Jack. C. Rhicards, *Methodology in TESOL: a Book of Readings*. New York: Newburry House Publishers, 1987.

Cipia

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

Pengutipan tidak merugikan kepentingan yang wajar dari Perpustakaan IAIN Syekh Nurjati Cirebon.

N

b.a.D

ilarang mengu . Pengutipan h

yutip han

- Majid, Abdul and Dian Andayani. Pendidikan Agama Islam Berbasis Kompetensi, Konsep dan Implementasi Kurikulum 2004. Bandung: PT Remaja Rosdakarya, 2004.
- McCartyy, Michael and Felicity O'del. English Vocabulary in Use Upper-*Intermediate*. Jakarta: Erlangga, 2001.
- NSW Department of Education and Training Curriculum Support Director. Focus on Literacy: Spelling. 1998.

Phillips, Sarah. Young Learners. Australia: Oxford University Press, 1993.

Purwanto, M. Ngalim. Prinsip-Prinsip dan Teknik Evaluasi Pengajaran. Bandung: PT Remaja Rosdakarya, 2002.

Qamar, M.. Golden Tenses. Pare, Kediri: Genta, 2003.

- Rasyid, Mansur and Mansur. Penilaian Hasil Belajar. Bandung: CV. Wacana prima, 2009.
- Richards, Jack C. and Richard Schmidt. Dictionary of Language Teaching and Applied Linguistics. London: Pearson Education Limited, 2002.
- Riduan. Belajar Mudah Penelitian Untuk Guru, Karyawan dan Peneliti Pemula. Bandung: Alfabeta, 2008.
- Rozakis, Laurie. English Grammar for the Utterly Confused. United State: The McGraw-Hill Companies, 2003.
- Sharifian. Farzad. English as an International Language: Perspective and Pedagogical Issues. Canada: Multilingual Matters, 2009.
- Side, Richard and Guy wellman. Grammar and Vocabulary for Cambridge an Advanced Proficiency. England: Pearson education limited, 1999.
- Sudjana, Nana. Penilaian Hasil Proses Belajar Mengajar. Bandung: PT Remaja Rosdakarya, 1995.
- Sugiyono. Metode Penelitian Kuantitatif Kualitatif dan R&D. Bandung: Alfabeta, 2011.

Thornburry, Scott. How to Teach Vocabulary. Pearson Education Limited: 2002.

Cipta

Ipta

Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seizin Perpustakaan IAIN Syekh Nurjati Cirebon.

N

o a D



Hak Cipta

Milik Perpustakaan IAIN

ekh Nurjati Cirebon

Hak Cipta Dilindungi Undang-Undang

- Utomo, Andy Djati. Prosedur Penskoran/Penilaian Uji Kompetensi. Jatim: DPD Ikatan Perangkai Bunga Indonesia Pusat, 2009.
- Wright, Andrew, David Batteridge and Michel Buckby. Games for Learning Third Edition. New York: Cambridge Univesity Press, 2006.

Daven Hiskey. www.todayifoundout.com downloaded at 2.11 am on June 9<sup>th</sup> 2012.

Spelling Bee. www.wikipedia.com downloaded at 9.23 pm on April 1<sup>st</sup> 2012.

www.antimoon/how/pronounce-soundsipa.htm. downloaded at 1.51 am on June 6<sup>th</sup> 2012.

www.junaidichaniago.wordpress.com, 2010.

www.wordpress.com, Teacher Guide Magazine edition 10/IV/2010 "Spelling Bee Agar tak Sekedar Bergumam Seperti Lebah", downloaded at 10.58 pm on April 1<sup>st</sup> 2012.