

**THE INFLUENCE OF USING SETS OF WORDS GAME ON THE
STUDENTS' ACHIEVEMENT IN LEARNING ENGLISH
VOCABULARY AT THE SECOND CLASS STUDENTS OF *SMP
PERINTIS ARJAWINANGUN* CIREBON**

A THESIS

Submitted To The English Education Department of Tarbiyah Faculty of Syekh
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of Islamic Scholar Degree In English Education



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ABSTRACT

ROHMAWATI : The Influence of Using Sets of Words Game on The Students' Achievement In Learning English Vocabulary at The Second Class Students of SMP Perintis Arjawinangun Cirebon.

Vocabulary become a very important element for the learners to be able to do many things with the language. The writer found some of problem that she saw in the school when teaching English. When the teacher ask to the students memorize or answer questions from a teacher. They are not speaking more, because their vocabulary is low. Sets of words game is a media that used to study. The writer will try use game in condition correctly of the students in order to the students can easy accept this media in their study. Especially in improving achieve of vocabulary. So many influences between game and vocabulary when it combines. Hoped that a game can make students feel comfortable when study to improve, memorize and collect any vocabulary. The writer interested to find out the influence of using sets of words game on the students' achievement in learning English vocabulary.

Dr. Venon Magnesen in a book of Chatib (2009: 136) said that Kinesthetic is modalities to access all the type move, activities body, emotional, coordination and the relation of the other things. Game is one of the kind of move, so game need the high modalities in memorize vocabulary in learning English. Tried and true report of the result in research that reading 20%, listening 30%, seeing 40%, speaking 50% and doing a game to memorize more vocabulary is 60% and 90% seeing, speaking and doing. Game is doing something not only silent and sits in a chair to study but also move and active to study.

In this research uses quantitative method. With 50 populations as respondent. The collecting data consist of test, observation and interview. The writer is used test instrument by anates program. And the writer use product moment correlation to count X and Y variable.

From the research, the influence of using sets of words on the students ability is 68.5. It means that the students give very enough ability in learning English vocabulary by using sets of words game. The students' improvement in learning English vocabulary is 64.2. It means that the students include enough category of learning English vocabulary. From the calculation above, it is know that coefficient correlation or $r_{xy} = 0.73$. It can be interpreted that the correlation is strong or high correlation.

After the result of the research was found, the writer concludes that there is positive significant, the research combined the result of two variables to find out the influence of using sets of words game on the students' improvement in learning English vocabulary the score is DC= 53.29%. It means that all students have enough response of vocabulary. So that game media can improve the students' vocabulary because playing game they can improve their vocabulary without feeling afraid.



PREFACE

In the name of Allah, the Most Gracious and the Most Merciful. All Praises and thanks belong to Allah, The Lord of the Universe. And thanks to his permission, the writer has been capable of doing research and finishing this thesis. My invocation and safety always be given to the Prophet Muhammad SAW, to his family, his companions and up to us as his followers till the end of the world.

This thesis entitle in: **“The Influence of Using Sets of Words Game on the Students’ Achievement in Learning English Vocabulary at the Second Class Students of SMP Perintis Arjawinangun Cirebon”**. Is presented to fulfill one of the Requirements to achieve Islamic scholar in English Education Degree (S.Pd.I) at English Departement of *Tarbiyah* Faculty of *Syekh Nurjati* State Institute fot Islamic Studies (IAIN) Cirebon.

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The writer realizes that this thesis is still far of being perfect and there are many mistakes either in arrangement or in the content. So the writer is widely opened to receive any criticism and suggestion to make this thesis better for the future.

Finally, the writer does hope this thesis will be a valuable thing to the readers, especially, for the writer herself and for English Education Department of *Tarbiyah* Faculty of *Syekh Nurjati* state Institute for Islamic Studies (IAIN) Cirebon.

Cirebon, September 2012

The Writer,

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CHAPTER I

INTRODUCTION

A. The Background of The Problem

Teaching English are not easy like palm inversion. As we know that young students especially students in junior high school have big memory to memorize everything they learn, whereas in the second class. They are students that start can be touching the lessons English learning knowledge who students study in first class. Where their memory still clean in order to easy to save any memorize like subject of English. This subject will feel difficult to learn, if the teacher can not teach well. Means, the teacher use media unsuitable with material. In order to the effect for the students, they are not understood and show various kinds of feeling or expression.

When the writer observes one of the junior high school SMP Perintis Arjawinangun on April 9, 2012. The writer found some of problem that she saw in the school when a teacher teaches English. Such as, students make any noise with their friend when study, feel sleepy and there is no spirit for study English. Whereas, when the teacher ask to the students memorize or answer questions from a teacher. They are not speaking more, because their vocabulary is low. Besides that, the teacher seldom to use any games and students feel difficult to memorize any vocabulary. The students' achievement in learning English

vocabulary is still weak, and some factors that caused why the students' vocabulary is still low, the students are lazy in memorize vocabulary, feel bored each study because there is no new technique to teach English vocabulary.

On the problem above the writer have an idea how to improve achievement of their vocabulary. The writer takes a theme of thesis about game. Where the writer will be performing the research. Sets of words game is a media that used to study. The writer will try use game in condition correctly of the students in order to the students can accept this media in their study. Usually, game is very important to use in lessons. Especially in improving vocabulary. So many influences between game and vocabulary when it combines. And hope a game can make students feel comfortable every study to improve vocabulary.

According to oxford advanced learners dictionary Hornby (1995:1331): "Vocabulary is the total numbers of words in a language". Vocabulary is one of the language components. It supports the teaching and learning of the four language skills (listening, speaking, reading and writing). In learning language vocabulary plays a very important role, how can the learner understand what she listens, speaks, reads, and writes, if he or she doesn't understand any word? A learner should keep learning new vocabulary items everyday so as to make his or her understanding English much better. Where vocabulary is very important to improve because without vocabulary, we can not speak fluently and poor language.



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From various meaning of language here, there is definition of language that according to Fromkin (1993: 82) Language is a system arbitrary vocal symbols which permits all people in a given culture, or other people who have learned the system of that culture, to communicate or to interact.

Language is very important in our life because language is a tool of communication to produce information which is delivered by the speaker towards the intended person or the writer towards the reader. In the world there are many languages, such as Javanese, Sudanese, Indonesia, English, Arabic, German, Spanish, French, and etc. To know about language especially English, we must learn it.

Harmer (2002: 12) explained that English is an important language because it is used all over the world. By learning English, people are able to communicate with the other in the world. Although English is not the language with the largest number of native speaker, it has become a lingua franca.

As a foreign language, English is though beginning at the elementary until university level in Indonesia, because the role of English is very important as means of communication. So that in teaching English vocabulary, the teacher will be submitting in lesson with use game. Suyanto (2007: 17) declared that Ur (1996) said that there are three source attention of students in the class is picture, fictitious, and game. In game, there is needed for communicate and this is support student to speak.



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At the statement above, the writer take game as media in learning English vocabulary students. Where, game media is a media that students like. But game media may use in certain situation, not more using game in each lessons. Because if often to use, the students will be lazy to study the other subject and easy to underestimating teacher.

This research is relating of vocabulary, where students study to improve English vocabulary with use a game. Language vocabulary plays an important role in the processing or acquiring the language. The process of teaching and learning of vocabulary should be arranged in such a way and controlled. It means that vocabulary should be learning with use any media like game. Such as sets of words game, where students must be cooperate with the other friends in a group.

The lack of interesting media will cause many problems that occur in teaching learning process. The use of appropriate media in teaching English, especially vocabulary, would be more effective and understandable. But, if the media that is used by teacher is not appropriate, it may cause some problems to the students such as boredom and laziness in learning process. The passive teaching learning makes the students lack of interactive, and the students are not interested in the material. In this situation hope the game media is the best strategy of the process of teaching and learning vocabulary. By games the students will be very happy for doing an activity and never feel scared to do something.

B. The Identification of The Problem

The Identification of the problem in this thesis is classified into the following sections:

1. The Field of The Problem

The Field of The Problem is Vocabulary

2. The Kinds of The Problem

There are many problems in Studying English, especially about vocabulary.

The writer would like to mention kinds of the problem:

- a. The students' vocabulary still low, in order to they can not speak English well.
- b. The students are lazy in mastery vocabularies.
- c. The students feel bored in studying English language because there is no new method for make them interest.
- d. The students feel difficult to memorize vocabularies.

There are many problems and there is a solution for them. The teacher should understand what the students want. The students still spirit to study if the teacher give new information or media in each lesson. The students can open dictionary to know the meaning.

3. The Main Problem

The main problem of this research is the students' weakness to memorize English vocabulary. Therefore, the writer would like to try a new



media by using The Influence of Using Sets of Words Game on the Students' Achievement in Learning English Vocabulary, as the problem solving to solve the problem.

C. The Limitation of The Problem

In limitation of the problem, the writer picks out some areas of discussion as follow:

1. The students' ability in using sets of words game.
2. The students' achievement in learning English vocabulary.
3. The population 50 students in limited at the second class students of *SMP Perintis Arjawinangun* Cirebon.
4. The population as respondent to limited 50 students and 30 questions multiple choices as test at the second class students of *SMP Perintis Arjawinangun* Cirebon.
5. The influence of using sets of words game on the students' achievement in learning English vocabulary at the second class of *SMP Perintis Arjawinangun* Cirebon.



D. The Questions of The Research

The learning game media is one way to help the students overcome the difficulties or their problem, based on the statement above the writer can notice the problem that appear, as follows:

1. How is the students' ability in using Sets of words Game?
2. How is the students' achievement in Learning English Vocabulary?
3. Is there significant influence of using Sets of Words Game on the students' Achievement in Learning English Vocabulary at the second class students of *SMP Perintis Arjawinangun Cirebon*?

E. The Aims of The Research

In this research, the writer would like to find some of the following objectives, are:

1. To find out the students' ability using Sets of words Game.
2. To find out the students' achievement In Learning English Vocabulary.
3. To find out any significant Influence of Using Sets of Words Game on The Students' Achievement in Learning English Vocabulary at the Second class students of *SMP Perintis Arjawinangun Cirebon*.



F. The Use of The Research

The research product is hoped to be able to increase the developing of language learning, in developing the students' vocabulary by using sets of words. Especially, the students can be more master vocabulary. Besides that, game can motivate the students' interest in learning English, in order to the teacher can use sets of words game as a media to teach vocabulary.

As a result, the students' achievement in learning English vocabulary can be increase, and they will not get difficulties in learning English vocabulary. With game they will not feel bored in learning English vocabulary. Because this sets of words game make students compact and exercise their knowledge in learning English Vocabulary.



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