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THE INFLUENCE OF THE STUDENTS' RESPONSE OF SCRABBLE GAME ON THEIR COMPETENCE IN ARRANGING ENGLISH VOCABULARY AT THE FIRST YEAR STUDENTS OF *SMP NEGERI 8 KOTA CIREBON*

A THESIS

Submitted to English Education Department of *Tarbiyah* Faculty of *Syekh Nurjati Cirebon* State Institute for Islamic Studies in Partial Fulfillment of the Requirements for Islamic Scholar Degree in English Education.

-

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FOR ISLAMIC STUDIES
CIREBON
2012

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ABSTRACT

YULIANI. N. KH : "***THE INFLUENCE OF THE STUDENTS' RESPONSE OF SCRABBLE GAME ON THEIR COMPETENCE IN ARRANGING ENGLISH VOCABULARY AT THE FIRST YEAR STUDENTS OF SMP NEGERI 8 KOTA CIREBON"***

Vocabulary is important for human beings to understand every single word to be written or spoken in their new foreign language. They are often being confused about want to say and write because of their vocabulary unknowing. It means that, the teacher have to use some appropriate techniques in teaching vocabulary to the students. A student who is lack of vocabulary will find the difficulties in language learning process. The researcher applied scrabble game in teaching and learning English vocabulary at the first year students of *SMP Negeri 8 Kota Cirebon* that can help students to master English vocabulary easily in order to they can increase their competence in arranging English vocabulary. Besides that, learning vocabulary by using scrabble game is one of effective and interesting ways that can be applied in any classroom. The researcher suggests that scrabble game is used not only for more fun but also more importantly useful practice and review of language lesson that usually used processing of teaching at school.

The aims of the research are to find out the students' response of scrabble game, to find out the students' competence in arranging English vocabulary and to find out if there any positive and significant influence of the students' response of scrabble game on their competence in arranging English vocabulary.

The techniques of collecting the data are observation, interview, test and questionnaire. The researcher took this research at the first year students of *SMP Negeri 8 Kota Cirebon* with the population is 259 students. In this research, the researcher took 39 students as the sample. The techniques of analyzing data, the researcher used the formulation of product moment correlation by Pearson and determination coefficient (DC).

The conclusion of this research is the influence of the students' response of scrabble game on their competence in arranging English vocabulary. It is known from the result of the students' response of scrabble game (X Variable) is 42 and the result of the students' competence in arranging English vocabulary (Y Variable) is 67. Finally, the result of the influence of X variable on Y variable is 0.67. It can be categorized as "high correlation". It means that there is positive and significant influence of the students' response of scrabble game on their competence in arranging English vocabulary. And then, the result of determination coefficient is 45% that influence of X variable give contribution to the Y variable and 55% is determine from other factors.

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PREFACE

Bismillahirrahmanirrahim.

Alhamdulillahirabbil 'alamin. In the name of Allah the Most Gracious, the Most Merciful. All praises and thankfulness are given to Allah lord of all creatures and universe. Many invocation and safety always be given to the prophet Mohammad (Peace be upon Him), his companions, his families, and his followers up to the end of the world.

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 THE STUDENTS' RESPONSE OF SCRABBLE GAME ON THEIR COMPETENCE IN ARRANGING ENGLISH VOCABULARY AT THE FIRST YEAR STUDENTS OF *SMP NEGERI 8 KOTA CIREBON***." This thesis is presented to the English Education of *Tarbiyah* Faculty of *Syekh Nurjati* State Institute for Islamic Studies in Partial Fulfillment to the Requirement for the Islamic Scholar Degree in English Education.

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

1. Prof. DR. H. Maksum Mukhtar, M.A, the Rector of *IAIN Syekh Nurjati Cirebon*.
2. Dr. Saefudin Zuhri, M. Ag, Dean of Tarbiyah of *IAIN Syekh Nurjati Cirebon*.

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3. Dr. Hj. Huriyah Saleh, M. Pd, the chairwoman of English Education Department of *IAIN Syekh Nurjati Cirebon* and as the first supervisor.
4. Sumadi, SS., M.Hum, as the second supervisor who has given valuable guidance, motivation, suggestion, and helps the writer during the process of writing this thesis.
5. All of the teachers and school staff of *SMP Negeri 8 Kota Cirebon*.
6. The students at the first year of *SMP Negeri 8 Kota Cirebon.*
7. My family who always give me support and motivation.
8. All of my classmate PBI – G, keep moving forward.
9. All of my friends that cannot be mentioned one by one for their motivation.

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 *Syekh Nurjati Cirebon*.

Cirebon, June 2012

Writer

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CHAPTER I

INTRODUCTION

A. The Background of The Problem

Human beings are created by God as a social creature. It means that they cannot live alone. They need other people to relate each other. And they use language as a mediator when they communicate each other. According to Ronald Wardhaugh (1997:3), "Language is a system of arbitrary vocal symbols used for human communication. It means that language is a tool of communication for analyzing distinctively of human experience in every community (Andre Martinet, 1987:32). According to Oxford Advanced Learners Dictionary A.S Hornby (1995:662), "Language is the system of sounds and word used by human to express their thought and feeling". Based on the definition above, the function of languange for human being is very crucial. They use language to express their ideas, feelings and opinions to others.

There are many languages in this world, and English is one of several languages that have been used to communicate by many people. In Indonesia, English is one of school subject that must be learned to the students from elementary school up to university. In English, there are four skills that must be mastered by the students, namely are listening, speaking, reading and writing skills. To support those skills, the students have to acquire and master vocabularies as much as possible. According to Oxford Advanced Learners Dictionary A.S

Hornby (1995:1331), "Vocabulary is the total number of words in language". According to Dictionary of Language Teaching and Applied Linguistics (2002:580), "Vocabulary is a set of lexemes, including single words, compound words and idioms. See also active or passive language knowledge, content word, frequency 2, type". Based on the definition above, we can know that vocabulary is the collection or the total number of words in a language. Vocabulary is important for human being to understand every single word to be written or spoken in their new foreign language. They are oftenly being confused about want to say and write because of their vocabulary unknowing.

Besides that, vocabulary is one of the components of language, which has the most important role in mastering for skills vocabulary is the most important aspects of foreign language learning therefore, the students are expected to master vocabulary in order to make learn four components of language. Teaching vocabulary is not an easy task for teacher. The teacher must be creative when she or he teaches his or her students. To help the students easier to understand and active in learning process, the teachers have to choose appropriate method in order to the students more active in teaching and learning process in order that they do not get bored and can receive one by one the vocabulary that they get from the teacher. It often happens to a student that thinks the words are familiar to them but they find the strange meanings in the present context.

Before choosing the title, the researcher observed at the first year students of *SMP Negeri 8 Kota Cirebon*, especially in teaching and learning process. The

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researcher found many problems that are faced by the students, they are: before giving the material, the teacher usually give some vocabularies to the students by using memory strategy. The use of memory strategy has become habitual in the school. As the result, most of students feel bored and confused with the routinity. Besides that, the students have some vocabularies but they found difficult in arranging the word into good sentence, for example when the teacher asks students to arrange some words into a good sentences, the students feel confuse which one used the first word in the sentence. And the students are not given enough exercise, so their found difficult in arranging sentence, such as the teacher more give theory to the students, so they are more passive in learning process. In these problems, the researcher suggests that teaching English vocabulary by using game is one of interesting ways that can be applied in any classroom in order that the students more active in teaching and learning process.

There is a game to teach vocabulary, namely is Scrabble game. Scrabble game is a word game in which two to four players score points by forming words from individual lettered tiles on a game board marked. The words are formed across and down in crossword fashion and must appear in a standard dictionary.

> "Scrabble is classic crossword pattern game forces players to rearrange their chosen letters to find new words that can connect with letters of already played words. Not only do players have to have an extensive vocabulary in order to play Scrabble, but they need to be able to create words using the given letter tiles that will fit on the game board. To build a vocabulary even further, game players can consult a dictionary for unique and unusual words, though they must be prepared to define the word and

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prove its legitimacy for the game (http://Scrabble Game. com. on Friday, 25th May 2012 at 9. 15 am)".

Based on the definition above, learning vocabulary by using scrabble game is one effective and interesting way that can be applied in any classroom. The researcher suggests that scrabble game are used not only for more fun, but also more importantly, for they useful practice and review of language lesson that usually used processing of teaching at school or course. Therefore, the researcher chosen with the title "The Influence of Students' Response of Scrabble Game on Their Competence in Arranging English Vocabulary At The First Year Students of *SMP Negeri 8 Kota Cirebon*".

B. The Identification of The Problem

To identification of the problem in writing this thesis is classified into the following parts :

a. The Field of The Research

The field of research in writing this thesis is vocabulary. Vocabulary is one of the crucial language components in supporting the comprehension of language. In this case, the research concentrated on the students' competence in arranging English vocabulary.

b. The Kinds of The Problem

There are many problems in English, especially about vocabulary. The researcher would like to mention the kinds of the problem in this thesis :

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1. The teacher always use of memory strategy, as the result most of students feel confused and bored with the routinities.
2. The students have some of the vocabulary but they found difficult in arranging the word into good sentence.
3. The students are not given enough exercise, so their found difficult in arranging sentence and pronounciate well.

c. The Main of The Problem

The main of the problem in this thesis is the students' weakness or lack in English vocabulary. They know some of English vocabularies, but they got difficult in writing and arranging vocabulary. Therefore, the researcher tries to apply scrabble game as new method to solve the problem.

C. The Limitation of The Problem

In this research, the reseacher has decided to limit the problem into three kinds of problem, they are : the students' response of scrabble game as a media, the students' competence in arranging English vocabulary and the influence of the students' response of scrabble game on their competence in arranging English vocabulary.

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D. The Questions of The Research

The questions of the research in writing this thesis are :

1. How is the students' response of scrabble game?
2. How is the students' competence in arranging English vocabulary?
3. Is there any positive and significant influence of the students' response of scrabble game on their competence in arranging English vocabulary?

E. The Aims of The Research

The aims of the research in writing this thesis are :

1. To find out the students' response of scrabble game.
2. To find out the students' competence in arranging English vocabulary.
3. To find out if there any positive and significant influence of the students' response of scrabble game on their competence in arranging English vocabulary.

F. The Usefulness of The Research

The researcher hopes that the research product can increase or develop the students' competence in English vocabulary. Teaching English with various method in order to the students can master English vocabulary easier and fun. The researcher also hopes that by using scrabble game in learning English vocabulary, the students do not get bored and can receive one by one the vocabulary that they get from the teacher.

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