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THE INFLUENCE OF USING SCRABBLE GAME FOR IMPROVING STUDENTS' VOCABULARY MASTERY AT THE FIFTH GRADE STUDENTS OF *MI MIFTAHUL MUBTADIIN JAGAPURA-CIREBON*

A THESIS

Submitted to English Education Department of Faculty of *Tarbiyah* and Teaching Science of State Institute for Islamic Studies in Partial Fulfillment of the Requirements for Undergraduate Degree in English Education
(S.Pd.I)



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CIREBON
2014 M/ 1435 H**



ABSTRACT

DEDE ROAENI

: THE INFLUENCE OF USING SCRABBLE GAME FOR IMPROVING STUDENTS' VOCABULARY MASTERY AT THE FIFTH GRADE STUDENTS OF *MI MIFTAHUL MUBTADIIN JAGAPURA-CIREBON*

Students at the fifth grade of *MI Miftahul Mubtadiin Jagapura-Cirebon* feel bored if they have to mastery English vocabulary and it also does not make them better understand the English vocabulary that they mastery. They more like play game than learning or mastery. The importance of learning new vocabulary has encouraged language teachers of English today to move from passive learning to active learning, to find better ways of engaging students in the English language learning process, because Students need something fun and easy to access the vocabulary quickly when is required for use.

In teaching and learning process, the important thing is not only how much or how less teaching and learning are done in the classroom, but also how the students are active and fun in their learning process. It has formed the philosophy of learner-centered method that is divided into two focuses on the language process and the language content. To learn vocabulary of the English language support many types of learning strategies that applied by English teachers these days. One of them is to use the game of scrabble.

The aims in writing this thesis are to find out the students vocabulary mastery with pre-test and post-test by using scrabble game to the students' and to find out the influence of using scrabble game for improving students' vocabulary mastery.

The population of the research is fifth grade students of *MI Miftahul Mubtadiin Jagapura-Cirebon* there was 37 students. The sample of the research use whole sampling, so the sample is all of population there was 37 students. The method of this research is quantitative research. It means that the data which is obtained from the field of the research the analysis statistically by means of numbers by using the t-test. The techniques of collecting data is using instrument test, consist of pre-test and post-test.

Based on the result of T-Test Test of significance value (2-tailed) $0.00 < 0,05$ this means that H_a is accepted, so that can be said there is a positive and significant influence of using scrabble game for improving students' vocabulary at the fifth grade students at *MI Miftahul Mubtadiin Jagapura-Cirebon*. The average of pre-test is 38.513 and the average of posttest 75.135 point it is enough categorize because increasing is 36.622 point from the mean of pretest. After looking the explanation above, the analysis of the result stated that learning vocabulary process through scrabble game on improving the vocabulary mastery is adequately success.

Key Words: scrabble game, vocabulary mastery





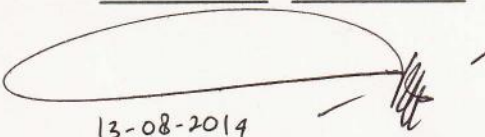

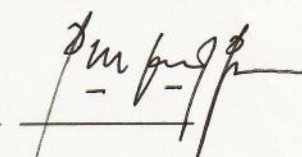
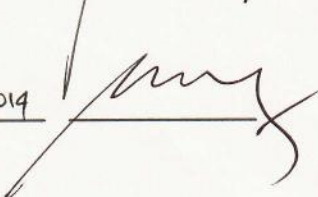
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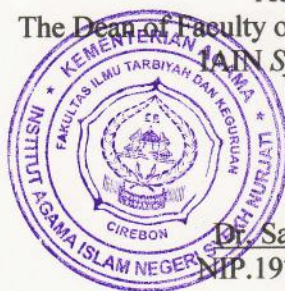
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RATIFICATION

This thesis which is entitled **“THE INFLUENCE OF USING SCRABBLE GAME FOR IMPROVING STUDENTS’ VOCABULARY MASTERY AT THE FIFTH GRADE STUDENTS OF MI MIFTAHUL MUBTADIIN JAGAPURA - CIREBON”**, written by **Dede Roaeni**, with registered number **1410130007**, has been examined on August 8th 2014. It has been recognize as one of requirements for Undergraduate Degree in English Education Department of Faculty of *Tarbiyah* and Teaching Science of *Syekh Nurjati State Institute for Islamic Studies (IAIN) Cirebon*.

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CHAPTER I

INTRODUCTION

1.1 The Background of The Problem

Many students at fifth grade of *MI Miftahul Mubtadiin Jagapura-Cirebon* have difficulties to mastering vocabulary in learning English. They can follow English learning at the time, but in the next meetings many students forget the material that has been delivered before, because their less of interest in learning English and the less of English language tasks they do at home. Syamsu Yusuf (2002:119) expressed in the language of children required to master the tasks of the four basic language development, namely the development of vocabulary, stringing words, words, and language skills, including reading, writing, speaking, and listening. To achieve these four capabilities, need method of teaching that suitable for learners.

Students at fifth grade of *MI Miftahul Mubtadiin Jagapura-Cirebon* feel bored if they have to memorize English vocabulary and it also does not make them better understand the English vocabulary that they mastery. They more like play game than learning or mastery. Because according to Solehuddin (2000) *bermain adalah dunia sekaligus sarana belajar anak. Memberikan kesempatan kepada anak untuk bermain berarti memberikan kesempatan kepada mereka untuk belajar dengan cara-cara yang dapat dikategorikan sebagai bermain. Ini berarti pengalaman belajar itu dirasakan dan di persepsikan secara alami oleh anak yang bersangkutan sehingga menjadi bermakna baginya.* Play is a child' world while learning tool. Provide opportunities for children to play means giving them the opportunity to learn in ways that can be categorized as a play. This means that the learning experience is felt and perceived naturally by the child concerned so that it becomes meaningful to them. According to Andrew Wright (1984) "Games also help the teacher to create contexts in which the language is useful and meaningful. The learners want to take part and in order to do so must understand what others are saying or have written, and they must speak or write in order to express their own point of view or give information". Learning through play is able to provide several advantages. First, what is learned by students is not only a sense of knowledge, but it is actually experienced in

reality; the experience is so hard to forget. Second, a fun lesson acceptable, because it is related to the nature of the game is entertaining and exciting.

The game has a lot in trying to improve English vocabulary is by using pictures, animation, scrabble and etc. According to Aydan Ersoz (2000), “Games are highly motivating since they are amusing and at the same time challenging. Furthermore, they employ meaningful and useful language in real contexts. They also encourage and increase cooperation” The importance of learning new vocabulary has encouraged language teachers of English today to move from passive learning to active learning, to find better ways of engaging students in the English language learning process, because Students need something fun and easy to access the vocabulary quickly when is required for use. By using a suitable media, his subject matter will be more interesting and teaching learning process can be more effective and efficient, therefore the purpose can be achieved. According to Nguyen Thi Thanh Huyen and Khuat Thi Thu Nga (2003) “Games have been shown to have advantages and effectiveness in learning vocabulary in various ways. First, games bring in relaxation and fun for students, thus help them learn and retain new words more easily. Second, games usually involve friendly competition and they keep learners interested. These create the motivation for learners of English to get involved and participate actively in the learning activities. Third, vocabulary games bring real world context into the classroom, and enhance students' use of English in a flexible, communicative way.” Therefore, the role of games in teaching and learning vocabulary cannot be denied. However, in order to achieve the most from vocabulary games, it is essential that suitable games are chosen. Whenever a game is to be conducted, the number of students, proficiency level, cultural context, timing, learning topic, and the classroom settings are factors that should be taken into account. The researchers choose to use the games as Scrabble. Scrabble is games that make the words in the English language will be easier for students closer to the original purpose of this research is to improve students' vocabulary.

In teaching and learning process, the important thing is not only how much or how less teaching and learning are done in the classroom, but also how the students are active and fun in their learning process. It has formed the philosophy of learner-centered method that is divided into two focuses on the language process and the language content. To



learn vocabulary of the English language support many types of method of teaching that applied by English teachers these days. One of them is to use the game of scrabble. Scrabble game is long an introduction, but there are still many students who do not know this game. According to Hamdani (2011:123) *karena anak belajar melalui kegiatan bermain, guru harus merancang kegiatan pembelajaran yang memiliki ciri-ciri bermain. Bermain dalam kaitan ini merupakan strategi pembelajaran.* Because children learn through play activities, the teacher should design learning activities that have the characteristics of play. Playing in this regard is a method of teaching. And the thesis that discusses the scrabble game as method of teaching.

So, the researchers try to make a research about “**The Influence of Using Scrabble Game for Improving Students’ Vocabulary Mastery at the Fifth Grade Students of MI Miftahul Mubtadiin Jagapura-Cirebon**”. This research begin on 1st April until 31th May 2014, I use a scrabble game for students at the fifth grade in elementary school in particular. Because the fifth grade was in a sense enough to be able to do a game of scrabble which requires students to think hard about the memories English vocabulary in order to win this game. Is there any positive and significant influence of using scrabble game for improving students’ vocabulary mastery at *MI Miftahul Mubtadiin Jagapura-Cirebon*?

1.2 The Identification of the Problem

The identification of the problem in writing this thesis is as follows:

1.2.1 The Field of the Research

The field of the research in writing this thesis is method of teaching, mastery English vocabulary concentrating in the response of the using scrabble game at the fifth grade students of *MI Miftahul Mubtadiin Jagapura-Cirebon*.

1.2.2 The Kinds of the Problem

There are many kinds of problems in teaching and learning English, especially in teaching and learning vocabulary. The researcher would like to mention the kinds of some problems in this research. Based on the several findings when the



researcher conducting the preliminary study. There was found some kinds of the problem in the research, they are:

- a. Method of teaching in the school that concentrate on delivered English vocabulary still use monotonous activity.
- b. The students' difficulties on mastering English vocabulary. Especially, when they mastery the vocabulary on answer the questions of the test.
- c. Students feel bored when learning English.
- d. Some students at the fifth grade do not know the scrabble game
- e. Some students want to learn in a relaxed situation
- f. The teacher has still used the memorization of English vocabulary to mastering English vocabulary.

1.2.3 The Main Problem

According to the kinds of the problem above, it can be concluded that the main problem of this research is the students' difficulties on mastering English vocabulary. It is intended to describe the influence of using scrabble game. In order to can make students interest on learning English vocabulary. Then, they can improve their vocabulary mastery. Therefore, the researcher will try to research this case by using scrabble game for improving students' vocabulary mastery at the fifth grade students of *MI Miftahul Mubtadiin Jagapura-Cirebon*.

1.3 Delimitation of the Problem

In this research, the writer has decided to limit the topic only "The Influence of Using Scrabble Game for Improving Students' Vocabulary Mastery at the Fifth Grade Students of *MI Miftahul Mubtadiin Jagapura-Cirebon*", because many students have difficulties to mastering English vocabulary. So, method of teaching most suitable of the problem is game. And the researcher using scrabble game, one of the ways to improve their ability on it. This research begins from 1st April until 31th May 2014 where the object of research here is the Fifth Grade Students of *MI Miftahul Mubtadiin Jagapura-Cirebon*.



1.4 The Questions of the Research

The questions of the research based on the identification of the problems above, the writer concludes some questions of the research to limit the problem in order to the research is more focus on the main problem that want to be conducted. So, the questions of the research can be arranged as follows:

1. How the students' vocabulary mastery with pre-test at *MI Miftahul Mubtadiin Jagapura-Cirebon*?
2. How the students' vocabulary mastery with post-test at *MI Miftahul Mubtadiin Jagapura-Cirebon*?
3. Is there any positive and significant influence of using scrabble game for improving students' vocabulary mastery at *MI Miftahul Mubtadiin Jagapura-Cirebon*?

1.5 The Aims of the Research

The aims of the research in writing this thesis are as follows:

1. To find out the students' vocabulary mastery before using scrabble game to the students at *MI Miftahul Mubtadiin Jagapura-Cirebon*.
2. To find out the students' vocabulary mastery after using scrabble game to the students at *MI Miftahul Mubtadiin Jagapura-Cirebon*.
3. To find out the influence of using scrabble game for improving students' vocabulary mastery at *MI Miftahul Mubtadiin Jagapura-Cirebon*.

1.6 The Significance of the Research

The researcher is divided the usefulness of this research into two kinds, they are:

1. The significance of the research theoretically:

This research is expected to contribute the development of science and English learning, especially in learning English vocabulary. This research also can contribute to the development of learning English methods to be more effective and interactive.



2. The significance of the research Practically, it's useful for student's to increase vocabulary mastery, for the teacher scrabble game useful as method of teaching for improving students' vocabulary mastery, and for academic useful for next research.
 - a. For Students are expected to be motivated to improve their knowledge of English vocabulary by scrabble game.
 - b. For English teachers are expected to acquire additional knowledge and insight about the model of the English language learning, particularly vocabulary not to use the method to mastery every meeting.
 - c. For schools are expected to be used as a reference to improve the achievement of students with a variety of media provision that increases student interest.
 - d. For the other researcher, have experience and knowledge in applying the method of learning English, especially in learning vocabulary.
 - e. For readers are expected to get more information, knowledge, and experience from this research. It would also become reference of similar study.



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