THE EFFECTIVENESS OF USING GAMES IN TEACHING AND LEARNING ENGLISH VOCABULARY TO THE THIRD GRADE STUDENTS OF SD DJAMA’ATUL ICHWAN SURAKARTA

FINAL PROJECT REPORT

Submitted as a Partial Requirement in Obtaining Degree in the English Diploma Program, Faculty of Letters and Fine Arts, Sebelas Maret University

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ENGLISH DIPLOMA PROGRAM
FACULTY OF LETTERS AND FINE ARTS
SEBELAS MARET UNIVERSITY
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2010
APPROVAL OF CONSULTANT

Approved to be examined before the Board of Examiners, English Diploma Program, Faculty of Letters and Fine Arts Sebelas Maret University

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MOTTO

Bismillahirrahmanirrahim

Tell me, I will forget
Show me, I will remember
But involve me and I'll understand
- Chinese Proverb -

Anything that a child should do and can do and we do for them takes away an opportunity to learn responsibility
- Gene Bedley -
DEDICATION

The final project is dedicated to:
My beloved Bapak and Ibu
My beloved Brothers and Sisters
My beloved “Bro. .”
All of my friends
PREFACE

First of all, I would like to express my highest gratitude to Allah SWT, who gives me strength and everything to finish this final project. Moreover, I would like to thank all the people who have given me support, guidance, and spirit in finishing this final project entitled “The Effectiveness of Using Games in Teaching and Learning English Vocabulary to The Third Grade Students of SD Djama’atul Ichwan Surakarta”.

In this final project report, I was interesting in discussing the technique of teaching vocabulary by using games. This final project also discusses about the effectiveness of using games in teaching and learning English vocabulary.

Finally, I realized that this final project report is far from being perfect. Therefore, I need suggestions from the readers to improve this report. I hopes this final project report will be beneficial to the readers.
ACKNOWLEDGMENT

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Finally, I want to express my gratitude to all of the people who have helped me during my study in the English Diploma program.

Surakarta, 11 January 2010

Dewi Robiah
ABSTRACT

DEWI ROBIAH, 2010, THE EFFECTIVENESS OF USING GAMES IN TEACHING VOCABULARY TO THE 3rd GRADE STUDENTS OF SD DJAMA’ATUL ICHWAN SURAKARTA, English Diploma Program, Faculty of Letters and Fine Arts, Sebelas Maret University.

This final project is written based on the writer’s job training activities as an English teacher in SD Djama’atul Ichwan Surakarta which was done for a month. This final project report discusses about the effectiveness of using games in teaching and learning vocabulary to the third grade students of SD Djama’atul Ichwan Surakarta.

The class of third grade of SD Djama’atul Ichwan Surakarta is taken by the writer as the subject to be observed. Some activities are done by the writer during the teaching and learning process. The activities consist of four steps based on the lesson plan that was prepared before. There are: Warming up, Presentation, skill Practices, and Assessment.

On this job training, the writer use game techniques to teach vocabulary. The writer use searching and guessing game as a trick to make the students more interested in English.
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