

**THE USE OF GAMES TO IMPROVE STUDENTS'
VOCABULARY MASTERY**

**(An Action Research in SDN Mangkuyudan No. 2 Surakarta at Fifth Grade
in Academic Year 2012/2013)**



THESIS

**Submitted to Teacher Training and Education Faculty of
Sebelas Maret University to Fulfil One of Requirements for Achieving
an Undergraduate Degree of English Education**

**TEACHER TRAINING AND EDUCATION FACULTY
SEBELAS MARET UNIVERSITY
SURAKARTA**

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PRONOUNCEMENT

This is to certify that I myself write this thesis entitled: **The Use of Games to Improve Students' Vocabulary Mastery (An Action Research in SDN Mangkuyudan No. 2 Surakarta at Fifth Grade in Academic Year 2012 / 2013)**

It is not plagiarism or made by others. Anything related to others' work is written in quotation, the source of which is listed on bibliography.

If then this pronouncement proves incorrect, I am ready to accept academic punishment, including the withdrawal or cancellation of my academic degree.

Surakarta, Oktober 2013



Artati Manggalya

APPROVAL

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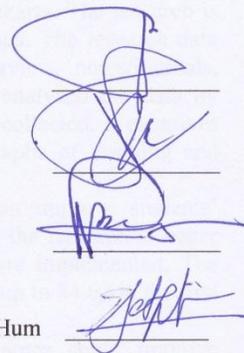
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ABSTRACT

Artati Manggalya. X2208504. **THE USE OF GAMES TO IMPROVE STUDENTS' VOCABULARY MASTERY (An Action Research in SDN Mangkuyudan No. 2 Surakarta at Fifth Grade in Academic Year 2012/2013).** A Thesis, Surakarta: Teacher Training and Education Faculty of Sebelas Maret University, 2013.

The aims of this research are 1) to find out whether teaching vocabulary using game can improve students' vocabulary mastery at the fifth grade students of SDN Mangkuyudan No. 2 Surakarta, and 2) to describe the phenomena happening when games are implemented in teaching vocabulary at the fifth grade students of SDN Mangkuyudan No. 2 Surakarta.

The research was conducted in April. The subject of the study is the students of class 5 of SD Negeri Mangkuyudan No. 2 Surakarta. The research is carried out in one cycle; cycle one consists of four meetings. The research data were collected by using techniques of observation, interview, notes/journals, documents, and tests (pre-test and post-test). The writer analyzed the data by combining qualitative and quantitative data that have been collected. It examines observation report, field notes and reviewing the photographs of teaching and learning process.

The result of the research shows that games can improve students' vocabulary mastery. Besides, their test achievement during the research is better than their score in the teacher's note before the actions are implemented. The students' mean score before the action is 56.37, it improves up to 84.62 in the first cycle.

The research findings show that the use of games could improve students' vocabulary mastery and students' motivation in English class. The improvement of students' vocabulary mastery includes 1) the students could easily identify the meaning of vocabularies; 2) the students had fewer mispronunciations; 3) the students made fewer mistakes in spelling some vocabularies. The improvement of students' motivation includes 1) the students made less noise during the lesson; 2) the students looked enthusiastic during the lesson; 3) most of students were active; 4) the students who were usually shy became more brave and active.

Keyword : vocabulary, picture game and jumbled letters game

MOTTO



“What God has planned for people who love Him is more than eyes have seen or ears have heard. It has never even entered our minds!”

1 Corinthians 2:9

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DEDICATION



This thesis is proudly dedicated to:

My Lord

My Beloved Parents

My Beloved Husband

My Beloved Son

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ACKNOWLEDGEMENT

Praise Lord! All praises and thanks are only dedicated to Lord, who gives His blessing and help so the writer can finish her thesis.

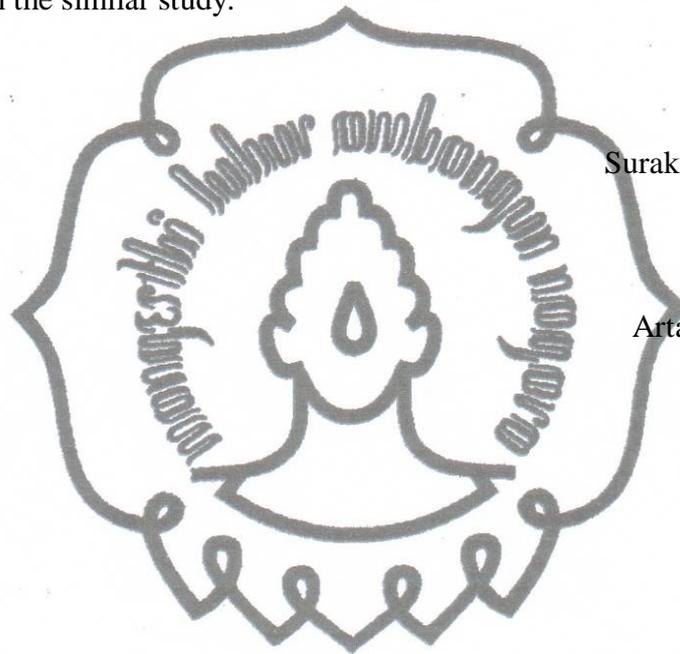
In the process of her study, she received support, contribution, and assistance from many people. Thus, there are honorable people that are important to the writer to whom she can only express her gratitude:

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The writer realizes that this thesis still has many mistakes and inaccuracies. Therefore, she accepts gratefully every suggestions, critics, and comments from those who concern to this thesis. I hope that this thesis will be able to give contribution and be useful for the readers especially for those who are interested in the similar study.



Surakarta, April 2013

Artati Manggalya

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