DESIGNING ENGLISH PLAYING CARD
AS A LEARNING MEDIA TO TEACH VOCABULARY

(Research & Development Conducted at the Fourth Grade of State Elementary Schools in Galur Kulonprogo in the Academic Years of 2014/2015)

Thesis
Written as a Partial Fulfillment of the Requirements for Getting Master Degree
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This is to certify that I myself write this thesis entitled, Designing English Playing Card as A Learning Media To Teach Vocabulary (Research and Development Conducted at Fourth Grade Students in State Elementary School of Galur Kulonprogo in Academic Year 2014/ 2015). It is not plagiarized or wrote by others. Anything related to other’s work is written in quotation. The source of which is listed on bibliography. If then the pronouncement prove incorrect, I’m ready to accept any academic punishment, including the withdrawal or cancellation of my academic degree.

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Ibnu Hidayat
ABSTRACT


This study is aimed at: (1) finding out the quality of the existing media in the school, (2) developing and providing an appropriate English Playing Card to teach vocabulary, (3) identifying how far the effectiveness of Smart Vocab-4 Playing Card to teach vocabulary. The result of this study is expected to provide a learning media as a form of English playing card to vocabulary for the fourth grader students in elementary schools in Galur, Kulonprogo in the academic year of 2014/2015.

In this research and development study, the research was designed into two main stages, the exploration stage and development stage. The data in exploration stage was qualitative procedure that was collected through library research and field study. In field study, the data was collected by observation, interview, and questionnaire. In development stage, the data was collected from the observation and questionnaire. The data in this study were analyzed by using simple statistics formula. At First, the findings on the exploration study show that there were problems faced by both the teacher and students. They are: (1) existing model was still limited; (2) the existing model was less effective; (3) the students’ difficulty in memorizing new vocabulary, difficulty to pronounce the word correctly, difficulty to write those words in correct spelling; (4) the low motivation of the students to learn vocabulary. Based on the problems, the researcher proposes a suitable learning media, English playing card. The designed media shows that it can increase the students’ abilities in vocabulary mastery. Then, the researcher developed a prototype of the English playing card. Before it was tried out in the field, the prototype was validated by the experts. After being tried out, the English playing card is effective and ready to be applied in the schools.

The result of the data analysis of the tryout shows some benefits of the English playing card: (1) The design was colorful enough and readable letter; (2) English playing card could be played in or out of school time; (3) English playing card was completed with the pronunciation words; (4) It was in a topic which was divided into several subtopics.

Finally, it can be concluded that this designed English playing card is effective to be applied as the learning media to teach young learners since it provides improvement to several problem in teaching and learning process in the class.

Keywords: learning media, English Playing card, vocabulary mastery, young learners, Research and Development.
MOTTO

"Sangkan Pananing Dumadi,
Manunggaling Kawulo Gusti!"
DEDICATION

I dedicate this thesis to:

❖ My calm mother, Ibu Wasirah and my friendly father, Bapak Mujiya. Thank you for the million prayers you sent every night and day.

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