THE VOCABULARY MASTERY OF THE FIFTH GRADE STUDENTS OF MI MATHOLIUL HUDA SRIKANDANG BANGSRI JEPARA IN THE ACADEMIC YEAR 2013/2014 TAUGHT BY USING SNAKES AND LADDERS GAME

(A Classroom Action Research)

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2014

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SKRIPSI

Presented to the Muria Kudus University
in Partial Fulfillment of the Requirements for Completing the Sarjana Program
in English Education Department

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2014

MOTTO AND DEDICATION

Motto

- Pray, and I (Allah) will make it come true. (QS. Al-Mu'min:60)
- The formulas of a success are a hard work and never give up.
- Think big, and act now.

Dedication

This skripsi is dedicated to:

- Her beloved parents, Mr. Shokib and Mrs. Rofi'ah and her brother, M. Abidun Najib who always give their supports and pray everyday.
- Her beloved friends.

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of FITRI ALFIYANTI (NIM: 2010 32 078) has been approved by the *Skripsi* advisors for further approval by the Examining Committee.

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The researcher realizes that this *skripsi* is not perfect. Therefore, the researcher happily receives any constructive criticism and suggestion, and the researcher hopes that this research will give useful significances to the readers, especially for the students of Teacher Training and Education Faculty of Muria Kudus University.

Kudus, June 2014

The Researcher

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ABSTRACT

Alfiyanti, Fitri. 2014. *The Vocabulary Mastery of the Fifth Grade Students of MI Matholiul Huda Srikandang Bangsri Jepara in the Academic Year 2013/2014 Taught by Using Snakes and Ladders Game (A Classroom Action Research). Skripsi.* English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Dra. Sri Endang Kusmaryati, M.Pd., (ii) Rismiyanto, S.S., M.Pd.

Key words: *vocabulary mastery, snakes and ladders game*.

In learning language, vocabulary has an important role. Vocabulary is one of the language components that should be mastered by students in learning new language. It's impossible to them to learn new language if they don't know about the vocabulary. If the students are lack of vocabulary they will have difficulties in learning English. In fact, the fifth grade students of MI Matholiul Huda Srikandang Bangsri Jepara in the academic year 2013/2014 felt difficulties to master and understand the meaning of English word. In this research, the researcher used Snakes and Ladders game. Snakes and Ladders is a board game for children who use dice to move counters up ladders and down snakes. The researcher used this game as the technique to improve the students' vocabulary mastery.

The research aims to find out if Snakes and Ladders game can improve the vocabulary mastery of the fifth grade students of MI Matholiul Huda Srikandang Bangsri Jepara in the academic year 2013/2014, to find out the implementation of Snakes and Ladders game in teaching vocabulary of the fifth grade students of MI Matholiul Huda Srikandang Bangsri Jepara in the academic year 2013/2014, and to find out the vocabulary mastery of the fifth grade students of MI Matholiul Huda Srikandang Bangsri Jepara in the academic year 2013/2014 taught by using Snakes and Ladders game.

This research is a classroom action research, and there are 4 stages in every cycle. They are planning, action, observation, and analysis and reflection. This research was conducted at MI Matholiul Huda Srikandang Bangsri Jepara in the academic year 2013/2014. The number of students in the classroom is 25 students that consists of 12 male students and 13 female students. This research consists of two cycles and each cycle has two instruments, they are observation and achievement test.

The result of this research shows that the average score percentage of students' vocabulary mastery in the cycle 1 is 74.4% and in the cycle 2 is 80.2%. So, there is an increasing of the average score percentage of the students' vocabulary mastery from the first cycle to the second cycle. Therefore, there is the improvement of the students' vocabulary mastery in teaching by using Snakes and Ladders game.

From the fact, so the English teacher is suggested to use Snakes and Ladders game as the alternative technique of teaching to teach English for the students to improve their vocabulary. It makes the English teaching and learning change to be fun. And in applying Snakes and Ladders game, the students are demanded to be active in class activity. Beside that, the students also can use it at home.

ABSTRAK

Alfiyanti, Fitri. 2014. *Penguasaan Kosakata Siswa Kelas V MI Matholiul Huda Srikandang Bangsri Jepara pada Tahun Akademik 2013/2014 yang Diajarkan dengan Menggunakan Permainan Ular Tangga (Penelitian Tindakan Kelas). Skripsi*. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (i) Dra. Sri Endang Kusmaryati, M.Pd., (ii) Rismiyanto, S.S., M.Pd.

Kata Kunci: *peguasaan kosakata, permainan ular tangga.*

Dalam pembelajaran bahasa, kosakata memiliki peran penting. Kosakata adalah salah satu komponen bahasa yang harus dikuasai oleh siswa dalam mempelajari bahasa baru. Tidak mungkin bagi mereka untuk belajar bahasa baru jika mereka tidak tahu tentang kosakata. Jika siswa kurang menguasai kosakata mereka akan mengalami kesulitan dalam belajar bahasa Inggris. Pada kenyataannya, siswa kelas V MI Matholiul Huda Srikandang Bangsri Jepara pada tahun akademik 2013/2014 merasa kesulitan untuk menguasai dan memahami makna dari kata bahasa Inggris. Dalam penelitian ini, peneliti menggunakan permainan Ular Tangga. Ular Tangga adalah permainan papan untuk anak-anak yang menggunakan dadu untuk memindahkan counter tangga ke atas dan ular ke bawah. Peneliti menggunakan permainan ini sebagai teknik untuk meningkatkan penguasaan kosakata siswa.

Tujuan dari penelitian ini adalah untuk mengetahui apakah permainan Ular Tangga dapat meningkatkan penguasaan kosakata siswa kelas V MI Matholiul Huda Srikandang Bangsri Jepara pada tahun akademik 2013/2014, untuk mengetahui pelaksanaan permainan Ular Tangga dalam pengajaran kosakata siswa kelas V MI Matholiul Huda Srikandang Bangsri Jepara pada tahun akademik 2013/2014, dan untuk mengetahui penguasaan kosakata siswa kelas V MI Matholiul Huda Srikandang Bangsri Jepara pada tahun akademik 2013/2014 yang diajarkan dengan menggunakan Ular Tangga game.

Penelitian ini merupakan penelitian tindakan kelas, dan ada 4 tahapan dalam setiap siklus; perencanaan, tindakan, observasi, dan analisis dan refleksi. Penelitian ini dilakukan di MI Matholiul Huda Srikandang Bangsri Jepara pada tahun akademik 2013/2014. Jumlah siswa di kelas adalah 25 siswa yang terdiri dari 12 siswa laki-laki dan 13 siswa perempuan. Penelitian ini terdiri dari dua siklus dan setiap siklus memiliki dua instrumen, observasi dan tes prestasi.

Hasil penelitian ini menunjukkan bahwa persentase skor rata-rata penguasaan kosakata siswa dalam siklus 1 adalah 74,4% dan pada siklus 2 adalah 80,2%. Jadi, ada peningkatan persentase skor rata-rata penguasaan kosakata siswa dari siklus 1 ke siklus 2. Oleh karena itu, ada peningkatan penguasaan kosakata siswa dalam pembelajaran dengan menggunakan permainan Ular Tangga.

Berdasarkan fakta-fakta tersebut, maka dari itu para guru bahasa Inggris disarankan untuk menggunakan permainan Ular Tangga sebagai teknik pembelajaran

alternatif untuk mengajar bahasa Inggris kepada para siswa untuk meningkatkan kosakata mereka. Dan dalam menerapkan permainan Ular Tangga, para siswa dituntut untuk aktif dalam kegiatan kelas. Selain itu, siswa juga dapat menggunakannya di rumah.

UNIVERSITAS MURIA KUDUS

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