TEACHING ENGLISH VOCABULARY THROUGH PELMANISM GAME FOR THE ELEVENTH GRADE STUDENTS' OF SMK NU MA'ARIF KUDUS IN THE ACADEMIC YEAR 2015/2016

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SKRIPSI

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MOTTO AND DEDICATION

MOTTO

- “.....يَرْفَعِ اللهُ الَّذِينَ ءَامَنُوا مِنكُمْ وَالَّذِينَ أُوتُوا الْعِلْمَ دَرَجَاتٍ

Allah akan meninggikan orang-orang yang beriman di antaramu dan orang-orang yang diberi ilmu pengetahuan.”(QS.Al-Mujadalah:11)

- I’m come, I’m discussio, I’m exam, I’m revision, and I’m win
- Knowledge is power

This skripsi is dedicated to:

- *Allah SWT the Almighty.*
- *Her parents who always give her strong believe to be a good person.*
- *Her lovely family who always motivate her to finish this project.*
- *Her lecturers, her fience, her friends, and people arround her whose always teach about life.*

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Laela Sapta Idfyani (2011-32-137) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

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This skripsi is not merely the writer's own work because of having been greatly improved by some great people around his who suggested and guided her by giving comments and advises to make it better. One point is this skripsi is arranged to fulfill the one or requirements for completing the sarjana program. Therefore I would like to express his great gratitude to the:

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The writer always waits criticism and suggestion from the readers which will be fully appreciated. The writer do expects that this research will be useful for those, especially who are in the field of education.

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ABSTRACT

Idfyani, Laela Sapta. 2015. *Teaching English Vocabulary through pelmanism game for the Eleventh Grade Students' of SMK NU Ma'arif Kudus in the Academic Year 2015/2016.* Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (i) Rismiyanto, SS, M.Pd. (ii) Junaidi, S.Pd, M.Pd.

Key words: *Pelmansim gaem, English Vocabulary, experimental research.*

Vocabulary is lists of words express a wide range of meaning, which is contain in report text that the writer choose in form of definition, synonym, and antonym. As we know that problem in learning English is vocabulary, In this condition also happened in SMK NU Ma'arif Kudus, the students have difficulties and poor knowledge in vocabulary. After analyzing the problems, the writer assumes to use pelmanism game as technique in teaching English vocabulary related to the students' condition.

The objective of this research is to find out if there is a significant difference between English vocabulary of the eleventh grade students of SMK NU Ma'arif Kudus in academic year 2015/2016 before and after being taught by using pelmanism game.

The population of the study was eleventh grade students of SMK NU Ma'arif Kudus in academic year 2015/2016. The number of the population was 528 students divided into fifteen classes. The writer used XI oto2 class consisted of 29 students as the sample of this research. The writer used cluster random sampling to get the sample. The research design used was an experimental research design with Pre-test and Post-test by using pelmanism game as a treatment. The research instruments used writen test. At last, the result of the test was analyzed using t-test formula.

The t (obtained) value is 9.5 in level of significance 5% and degree of freedom "N-1, 29-1=28, the t (table) is 2.048. So, the t (obtained) value is 9.5 falls in critical region". Because t (obtained) falls in the critical region, the research hypothesis H_1, which states that there is a significant difference between teaching English vocabulary of eleventh grade students os SMK NU MA'arif Kudus in academic year 2015/2016 before and after being taught by using pelmanism game.

Based on the result above, Pelmanism Game was effective to teach English vocabulary which can make students interest in teaching and learning process. Moreover, this technique gave positive contribution to the students' English vocabulary. Then, the writer suggests the teacher to use pelmanims game as the technique in teaching English vocabulary and motivate students to study English better than before.

ABSTRAKSI

Idfyani, Laela Sapta. 2015. *Mengajar kosa kata bahasa Inggrisdengan menggunakan pelmanims game pada siswa kelas sebelas di SMK NU Ma'arif Kudus di tahun ajaran 2015/2016*. Skripsi. Program Studi Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Dosen Pembimbing: (i) Rismiyanto, SS, M.Pd. (ii) Junaidi, S.Pd, M.Pd.

Kata Kunci: *permaninan pelmanism, kosa kata bahasa Inggris, penelitian eksperimental.*

Kosa kata adalah kumpulan kata-kata yang mengekpresikan arti dalam jangka luas, yang terdapat dalam text report yang penulis pilih dalam bentuk pengertian, persamaan kata dan lawan kata. Seperti yang kita ketahui bahwa masalah dalam pembelajaran bahasa inggris adalah kosa kata. Kondisi tersebut juga terjadi pada SMK NU Ma'arif Kudus, murid-murid mempunyai masalah dan kurangnya pengetahuan dalam kosa kata. Setelah menganalisis masalahya, penulis berasumsi untuk menggunakan pelmanism game sebagai teknik dalam pengajaran kosa kata bahasa inggris yang berhubungan dengan kondisi murid.

Tujuan penelitian ini adalah untuk mencari tahu jika ada perbedaan yang signifikan antara kosa kata bahasa inggris dari murid kelas sebelas di SMK NU Ma'arif kudus dalam tahun pembelajaran 2015/2016 sebelum dan sesudah diajar menggunakan pelamanism gme.

Populasi dari penelitian ini adalah murid kelas sebelas di SMK NU Ma'arif Kudus dalam tahun pembelajara 2015/2016. Jumlah populasinya adalah 528 murid dibagi menjadi lima belas kelas. Penulis memakai kelas XI oto 2 yang terdiri dari 29 siswa yang mejadi sempel pada penelitian ini. Penulis menggunakan teknik "cluster random sampling" untuk mendapatkan sempel. Model penelitian ini mengguankan penelitian ekperimen dengan pre-tes dan paska-tes dengan mengunakan pelmanism game sebagai media pembelajaran. Sedangkan, instrumen yang digunakan adalah tes tertulis yang pada akhir penelitian akan dihitung menggunakan rumus t-test.

Hasil perhitungan t (hasil) adalah 9.5 pada tingkat signifikan 5% dan derajat bebas N-1, 29-1=28, dan t (table) pada 2.048. angka 9.5 menunjukkan bahwa t(hasil) berada pada daerah kritis. Itu berarti hipotesis pada penlitian ini adalah H_1, yang menyatakan bahwa ada perbedaan yang signifikan antara kosa kata bahasa inggris dari murid kelas sebelas di SMK NU Ma'arif Kudus dalam tahun pembelajaran 2015/2016 sebelum dan sesudah diajar menggunakan pelmanism game.

Berdasarkan hasil diatas, pelmanism game efekif untuk mengajar kosa kata bahasa inggris yang dapat membuat siswa berminat di proses belajar mengajar. Selain itu, teknik ini memberi kontribusi yang positif untuk kosa kata bahasa inggris siswa. Kemudian, penulis memberi masukan kepada guru untuk memakai pelmanism game sebagai teknik mengajar kosa kata bahasa inggris dan memotifasi siswa untuk belajar bahasa inggris lebih baik dari sebelumnya.

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