

SKRIPSI



**IMPROVING STUDENTS' VOCABULARY MASTERY
BY USING GEDRIK TRADITIONAL GAMES**

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MOTTO AND DEDICATION

Motto

- Always believe that something wonderful is about happen
- Nothing is impossible, if we keep trying and surrender to Allah SWT
- Every successful person has a painful story. Every painful story has a successful ending. Accept the pain and get ready to success (Afid)



This research is dedication to:


- His parents who always pray for his success
- His little sister and his family who always give him spirit
- His friends, his lecturers, and people surrounding him who always teach about what real life is.

ADVISORS' APPROVAL


This is to certify that the *Skripsi* of Syarif Haidar Budairi (201432017) has been approved by the *Skripsi* advisors for further approval by Examining Committee

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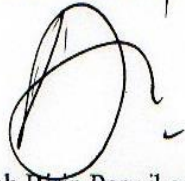
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ABSTRACT

Budairi, Syarif Haidar. 2019. *“Improving Students’ Vocabulary Mastery by Using Gedrik Traditional Games”*. Skripsi: English Education Department. Teacher Training and Education Faculty of Muria Kudus University, advisors: (1) Nuraeningsih, S.Pd M.Pd, and (2) Rusiana, S.Pd, M.Pd.

Keywords: Vocabulary, *Gedrik*, and Classroom Action Research

Vocabulary is one of language elements that cannot be separated from learning English. The students will get difficulties if they have less vocabulary. However, one of the students’ problems in learning English is that they are difficult to memorize some new words given by the teacher. This situation also happened in the fifth grade of SDN 3 Megawon Kudus. The students’ ability of mastering vocabulary is not enough yet. After analyzing the problems, the research proposes to use an appropriate media to improve students’ vocabulary mastery by using *gedrik* traditional games.

The objective of the research is to know whether using *gedrik* traditional games media can improve the students’ vocabulary mastery and implementation of *gedrik* traditional game to improve vocabulary mastery of SDN 3 Megawon Kudus through collaborative Classroom Action Research.

The design of this research is collaborative Classroom Action Research which means that the teacher will be teach the students and the researcher will observe the teacher and the students’ activities during teaching and learning process in classroom. The procedures in doing action research are: planning, acting, observing, reflecting, this research there is two cycles and every cycle there is two meetings. The research is conducted at SDN 3 Megawon Kudus. The subject of this research is the fifth grade students which consist of 11 students. In addition, to collect the data the researcher use to kind of instruments they are observation and achievement test.

Based on finding of the research, there is an improvement of students’ vocabulary mastery after the teacher applying repetition drill technique in the teaching and learning process. It can be from the result of the students’ achievement test, in cycle 1, the researcher calculated the average score of the students’ vocabulary mastery was 82,73. But the standard passing grade was 65. Then, the researcher and the teacher decided to continue to the next cycle. In this cycle 2, the researcher calculated the average score of the students’ vocabulary mastery was 88,2 while the standard passing grade was 65. It means that the students’ vocabulary was higher than standard passing grade and it could be categorized improve.

Finally, the researcher can give some suggestions. First, the teacher could use *gedrik* traditional games as an alternative media in teaching English to improve students’ vocabulary mastery of the fifth grade students of SDN 3 Megawon Kudus.

ABSTRAKSI

Budairi, Syarif Haidar. 2019. "Meningkatkan penguasaan Kosakata Siswa Menggunakan Permainan tradisional Gedrik". *Skripsi*. Program Studi Pendidikan Bahasa Inggris, Fakultas Ilmu Keguruan dan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing: (1) Nuraeningsih, S.Pd M.Pd, and (2) Rusiana, S.Pd, M.Pd.

Kata Kunci: Penguasaan Kosakata, Permainan tradisional Gedrik, Penelitian Tindakan Kelas.

Kosakata adalah salah satu elemen yang tidak dapat dipisahkan dari pembelajaran bahasa Inggris. Siswa akan mengalami kesulitan jika mereka kurang menguasai kosakata. Namun, salah satu masalah siswa dalam belajar bahasa Inggris adalah mereka mengalami kesulitan dalam mengingat beberapa kosakata baru yang diberikan oleh guru. Hal ini juga terjadi pada siswa kelas lima SDN 3 Megawon Kudus. Kemampuan siswa dalam menguasai kosakata masih belum cukup. Setelah menganalisis masalah-masalah tersebut, peneliti mengusulkan untuk menggunakan media yang tepat untuk meningkatkan penguasaan kosakata siswa yaitu permainan tradisional gedrik.

Tujuan dari penelitian ini adalah untuk mengetahui apakah penggunaan media permainan tradisional gedrik dapat meningkatkan penguasaan kosakata siswa dan implementasi dari permainan tradisional gedrik untuk meningkatkan penguasaan kosakata di SDN 3 Megawon Kudus melalui penelitian tindakan kelas.

Desain penelitian ini adalah penelitian tindakan kelas secara kerjasama dimana guru dan murid di dalam kelas langkah-langkah dalam melakukan penelitian ini adalah perencanaan, tindakan, pengamatan, dan refleksi. Penelitian ini memiliki dua siklus dan setiap siklus ada terdiri dari dua pertemuan. Penelitian ini dilaksanakan di SDN 3 Megawon Kudus. Subjek dari penelitian ini adalah siswa kelas lima sebanyak 11 orang. Selain itu siswa mengumpulkan data peneliti menggunakan dua jenis instrument yaitu lembar observasi dan tes pencapaian.

Berdasarkan temuan penelitian, ada peningkatan penguasaan kosakata siswa setelah guru menerapkan teknik latihan repetisi dalam proses belajar mengajar. Bisa dari hasil tes prestasi belajar siswa, pada siklus 1, peneliti menghitung skor rata-rata penguasaan kosakata siswa adalah 82,73. Tetapi nilai k standar kelulusan adalah 65. Kemudian, peneliti dan guru memutuskan untuk melanjutkan ke siklus berikutnya. Pada siklus 2 ini, peneliti menghitung skor rata-rata penguasaan kosakata siswa adalah 88,2 sedangkan standar kelulusan adalah 65. Ini berarti bahwa kosakata siswa lebih tinggi daripada standar kelulusan dan itu bisa dikategorikan meningkat.

Pada akhirnya peneliti dapat memberikan beberapa saran. Pertama guru dapat menggunakan permainan tradisional gedrik sebagai media alternatif dalam mengajar bahasa Inggris untuk meningkatkan penguasaan kosakata siswa, kedua peneliti yang lain dapat menggunakan media ini sebagai referensi untuk membuat penelitian baru dengan topik yang sama.

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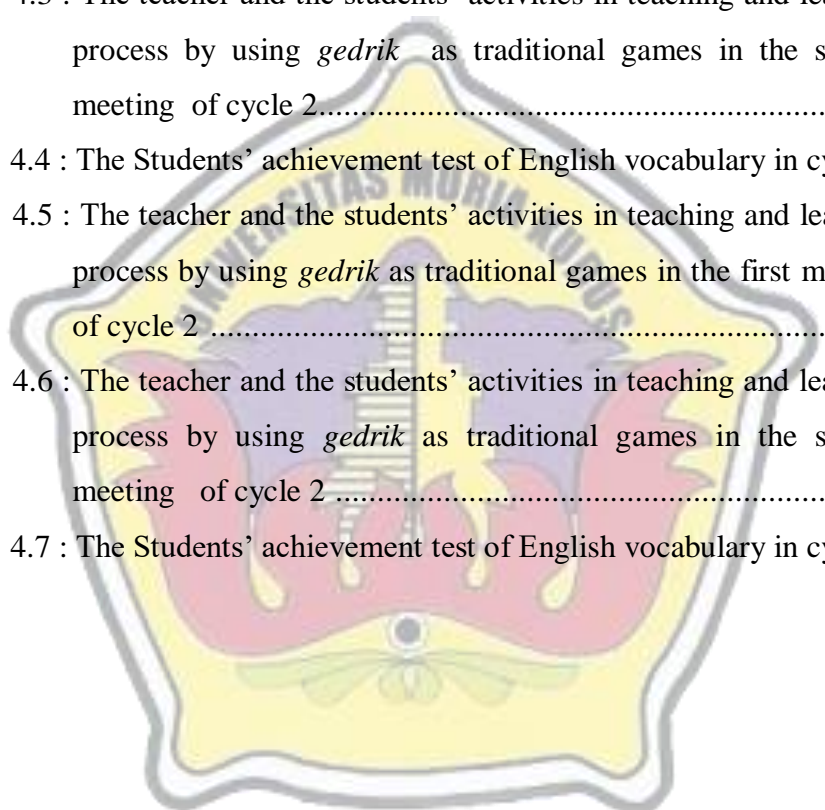
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