

SKRIPSI



**TEACHING ENGLISH VOCABULARY TO PRIMARY SCHOOL
STUDENTS BY USING “KOTAK POS” GAME**

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MURIA KUDUS UNIVERSITY

2019



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STUDENTS BY USING “KOTAK POS” GAME**

SKRIPSI

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

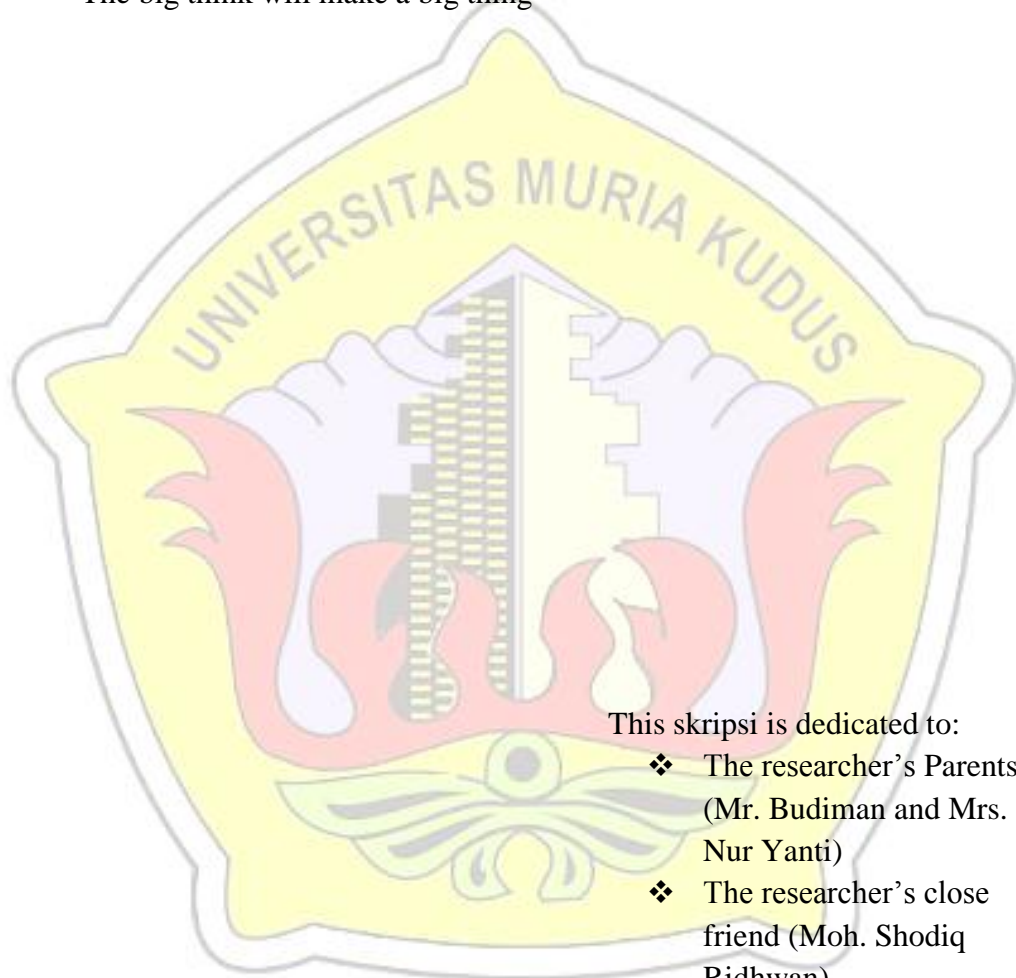
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TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2019**

MOTTO AND DEDICATION

MOTTO:

- Allah is the best planner for our life
- Success is my right
- Stop dreaming and Let's do it
- The big think will make a big thing



This skripsi is dedicated to:

- ❖ The researcher's Parents (Mr. Budiman and Mrs. Nur Yanti)
- ❖ The researcher's close friend (Moh. Shodiq Ridhwan)
- ❖ The researcher's beloved friends (Rofi'ul Fadhilah, Hesti, Fia, Saiha, Rini, Ain, Afi, Fifi)
- ❖ The all people who always supported and helped her to finishing the skripsi

ADVISORS' APPROVAL

This is to certify that the Skripsi of Karinati (2015-32-008) has been approved by the Skripsi advisors for further approval by Examining Committee.

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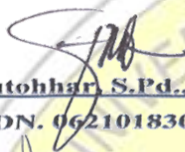
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In the end, the researcher hopes that the skripsi beneficial for the reader. Therefore, any criticisms and suggestions are welcomed and appreciated for the sake of the improvement of this skripsi.

Kudus, 27 Agustus 2019

The Researcher,



Karimati

ABSTRAK

Karinati. 2019. *Mengajar Penguasaan Kosakata Bahasa Inggris kepada Siswa Sekolah Dasar Menggunakan Permainan “Kotak Pos”*. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan Dan Ilmu Pendidikan. Universitas Muria Kudus. Pembimbing: (1) Dr. Sri Endang Kusmaryati, M.Pd (2) Mutohhar, S.pd, M.Pd

Kata Kunci: Penguasaan Kosakata, Permainan “Kotak Pos”

Penguasaan kosakata adalah salah satu komponen penting yang harus dikuasai oleh siswa dari sekolah dasar hingga universitas untuk menguasai bahasa Inggris sesuai dengan karakter siswa yang seorang anak dan kurikulum sekolah yang meminta anak mampu mengerti makna bacaan dan untuk memungkinkan siswa berkomunikasi, maka mengajar penguasaan kosakata bahasa Inggris akan efektif jika menggunakan metode, media dan strategi. Menggunakan permainan “Kotak Pos” ini diharapkan mampu mendorong siswa tertarik pada kosakata bahasa Inggris dan menikmati kelas.

Di penelitian ini, digunakan untuk mengetahui keefektifan mengajar penguasaan kosakata bahasa Inggris menggunakan permainan “Kotak Pos” kepada murid kelas lima di SD N Banyuurip 02 Pati dalam tahun ajaran 2019/2020. Penelitian ini menggunakan metode eksperimental tanpa menggunakan kontrol grup. Peneliti menentukan siswa kelas lima di SD N Banyuurip 02 Pati sebagai populasi dan mengambil kelas lima sebagai sampel.

Data hasil penelitian ini diambil dari hasil tes pilihan ganda. Pada pre-test, rata-ratanya adalah 52.05 dan standar deviasinya 15.5, sedangkan pada post-test rata-ratanya adalah 83.5 dan standar deviasinya 7.4. Untuk uji hipotesisnya diperoleh 12.91 sedangkan t kritisnya adalah 2.093. Berdasarkan hasil tersebut, dapat disimpulkan bahwa permainan “Kotak Pos” adalah sebuah strategi yang efektif untuk mengajar kosakata bahasa Inggris di kelas lima di SD N Banyuurip 02 Pati tahun ajaran 2019/2020.

Maka dari itu, peneliti memiliki saran bahwa guru akan menjadi lebih baik jika menggunakan permainan “Kotak Pos” dalam mengajar kosakata. Jadi siswa dapat menghafal dengan mudah dan permainan “Kotak Pos” juga membantu meningkatkan motivasi siswa bahasa Inggris nyaman dikelas dan tidak merasa bosan.

ABSTRACT

Karinati. 2019. *Teaching English Vocabulary to Primary School Students by Using "Kotak Pos" Game*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1) Dr. Sri Endang Kusmaryati, M.pd (2) Mutohhar, S.pd, M.pd

Key Words: Vocabulary Mastery, "Kotak Pos" Game

Vocabulary mastery is one important component that must be mastered by students from elementary schools to universities to master English. Based on the students' characteristics as a children and the curriculum to understand the meaning of text and to enable the students communicate, so teaching English vocabulary mastery will be effective when using method, media and strategy. Using "Kotak Pos" game as strategy in teaching English Vocabulary mastery, it was expected to encourage the students' interest in vocabulary mastery and will be enjoy in the class.

In this research, the researcher aimed to know the effectiveness of "Kotak Pos" game to teach English vocabulary mastery to the fifth grade students of SD N Banyuurip 02 Pati in 2019/2020 academic years. In this research, the researcher used experimental research design without control group. The researcher determined the fifth grade students of SD N Banyuurip 02 Pati in 2019/2020 academic years as the population and took fifth grade students as a sample.

The data of this result was taken from the result of multiple choice tests. In pre-test, the mean was 52.05, and Standard Deviation was 15.5, while the result of post-test mean was 83.5 and Standard Deviation was 7.4. For hypothesis testing got t_0 12.91 and the t (critical) is 2.093. Based on the result, it could be said that "Kotak Pos" game was effective game to teach English vocabulary mastery to the fifth grade students of SD N Banyuurip 02 Pati in 2019/2020 academic years.

Therefore, researchers have a suggestion that teachers would be better off using "Kotak Pos" game in teaching vocabulary. So students can memorize easily and the game "Post Box" also helps increase the motivation of English students to be comfortable in class and not feel bored.

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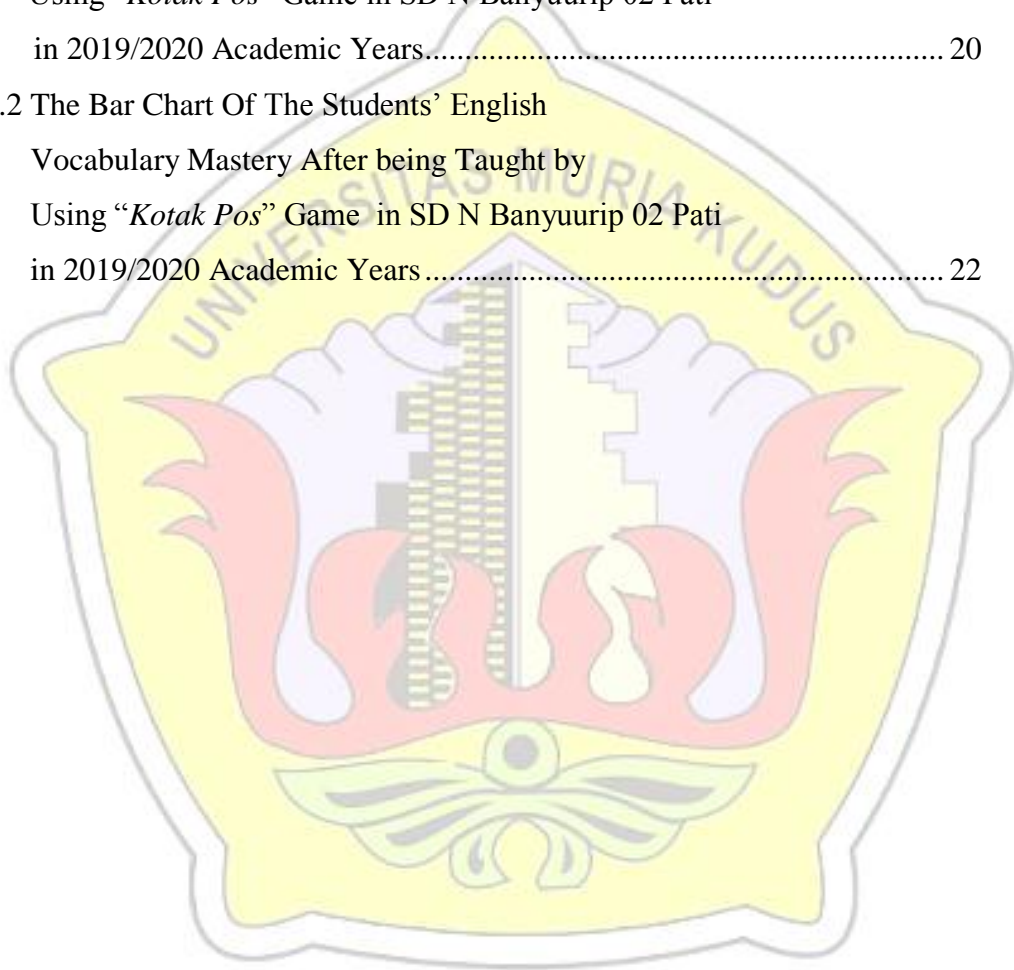
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