

**SKRIPSI**



**THE EFFECTIVENESS OF USING 'BLINDFOLD GAME' FOR  
TEACHING TO THE EIGHTH GRADE STUDENTS OF MTs SUNAN  
PRAWOTO PATI IN 2019/2020 ACADEMIC YEAR**

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**2020**



**THE EFFECTIVENESS OF USING 'BLINDFOLD GAME' FOR  
TEACHING VOCABULARY TO THE EIGHTH GRADE STUDENTS OF  
MTS SUNAN PRAWOTO PATI IN 2019/2020 ACADEMIC YEAR**

**SKRIPSI**

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

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**2020**

## MOTTO AND DEDICATION

### Motto

- ❖ Love your job and do your job with your heart.
- ❖ There is no term to get the happiness except having a pure heart.



### Dedication

The final project is dedicated to:

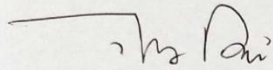
- The writer's beloved parents (Mr. Kusmanto and Mrs. Ruminah) who strengthened her in writing this *skripsi*.
- The writer's beloved young broter who always gave smile and support.
- The writer's beloved husband (Mr. Muhammad Ulum) who supported and motivated her to finish this *skripsi*.
- The writer's beloved friends.
- All people who helped her in finish this *skripsi*.

## ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Lilik Titah Pramesti (201532079) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

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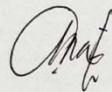
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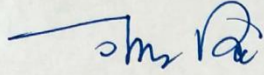
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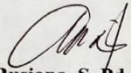
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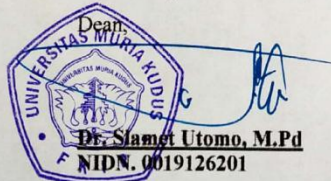


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However, this success would not be achieved without any support, guidance, help, advice, and encouragement from individual and institution, during this moment, the writer would like to express his special gratitude to:

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9. The writer's beloved husband who always gave his support, care, thought, and also times to finish this *skripsi*.

10. The writer's beloved friends who always prays, supports, motivates the writer not to give in finishing this *skripsi*.

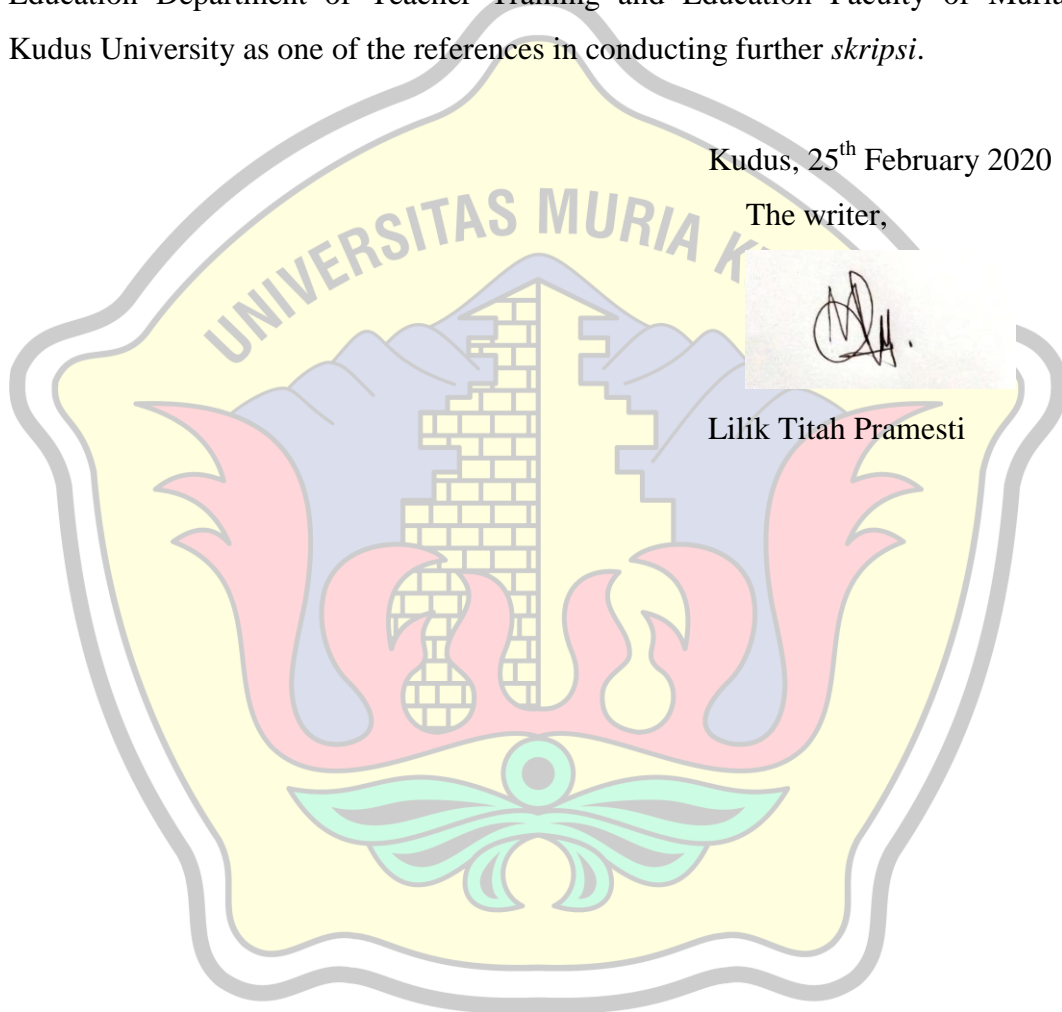
At last, this *skripsi* is far from being perfect, but the writer expected that this *skripsi* can be beneficial for all people especially for the students of English Education Department of Teacher Training and Education Faculty of Muria Kudus University as one of the references in conducting further *skripsi*.

Kudus, 25<sup>th</sup> February 2020

The writer,



Lilik Titah Pramesti





## ABSTRACT

Pramesti, Lilik Titah. 2020. *The Effectiveness of Using Blindfold Game for Teaching Vocabulary to the Eighth Grade Students to MTs Sunan Prawoto Pati in 2019/2020 Academic Year*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor : (1) Drs. Suprihadi, M. Pd. (2) Rusiana, S. Pd., M. Pd.

**Keywords:** Blindfold Game, Teaching Vocabulary

Vocabulary is so important element to learning English, because it is the first thing which should be mastered to the students before they continue to learn four skills in English, there are listening, speaking, reading and writing. Vocabulary becomes one of the problem for the eighth grade students of MTs Sunan Prawoto Pati. Therefore, the writer used Blindfold Game for teaching vocabulary as the technique.

This research conducted by using quantitative research. This research used pre-test and post-test to the 30 students as the population. The instrument of this research is multiple choices consist of 25 items.

The result of this research showed that there was improving students' vocabulary mastery of the eighth grade students of MTs Sunan Prawoto Pati in 2019/2020 academic year before and after being taught by using Blindfold Game. The mean of the pre-test was 41 with the standard deviation was 4.7. While the mean for the post-test was 70 with the standard deviation was 5.9. The writer found the degree of freedom 29 in level of significance 0.05 with the  $t$  (table)  $\pm 2.120$  and  $t$  (obtained) 5.05. So, the null hypothesis is rejected  $t$  (obtained) is higher than  $t$  (table).

Moreover, the writer concluded that Blindfold Game is effective technique to improve the students' vocabulary mastery. So, the writer suggests using Blindfold Game for teaching vocabulary.

## ABSTRAK

Pramesti, Lilik Titah. *Keefektifan Penggunaan Blindfold Game untuk Mengajar Kosa Kata ke Siswa Kelas 8 MTs Sunan Prawoto Pati pada Tahun Ajaran 2019/2020*. Skripsi, Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pengetahuan, Universitas Muria Kudus. Dosen Pembimbing : (1) Drs. Suprihadi, M. Pd. (2) Rusiana, S. Pd., M. Pd.

**Kata Kunci:** Blindfold Game, Mengajar Kosa Kata.

Kosa kata merupakan elemen yang sangat penting untuk mempelajari bahas inggris. Karena, kosa kata merupakan hal pertama yang harus dikuasai oleh siswa sebelum mempelajari empat ketrampilan dalam bahasa inggris, seperti mendengarkan, berbicara, membaca dan menulis. Kosa kata menjadi salah satu kendala utama bagi kelas delapan MTs Sunan Prawoto Pati Pati. Oleh karena itu, penulis menerapkan *Blindfold Game* untuk mengajar kosa kata sebagai tehnik..

Penelitian ini menggunakan kuantitatif. Populasi dari penelitian ini adalah 30 siswa, menggunakan *pre-test* dan *post-test* sebagai data. Instrument dari penelitian ini berupa pilihan ganda yang terdiri dari 25 soal.

Penelitian ini menunjukkan ada peningkatan penguasaan kosa kata pada kelas delapan MTs Sunan Prawoto Pati pada tahun ajaran 2019/202 sebelum dan sesudah peneran *Blindfold Game*. Rata-rata dari *pre-test* adalah 41 dengan standar deviasi 4.7. sedangkan untuk rata-rata *post-test* adalah 70 dengan standar deviasi 5.9. penulis menetapkan *degree of freedom (df)* pada tingkat signifikan 0.05 dengan t (*table*) sebesar  $\pm 2.120$  dan t (*obtained*) lebih tinggi dari t (*table*).

Oleh karena itu, penulis menyimpulkan bahwa *Blindfold Game* merupakan tehnik yang efektif untuk meningkatkan penguasaan kosa kata pada siswa. Jadi, penulis menyarankan untuk menerapkan *Blindfold Game* untuk mengakjar kosa kata.

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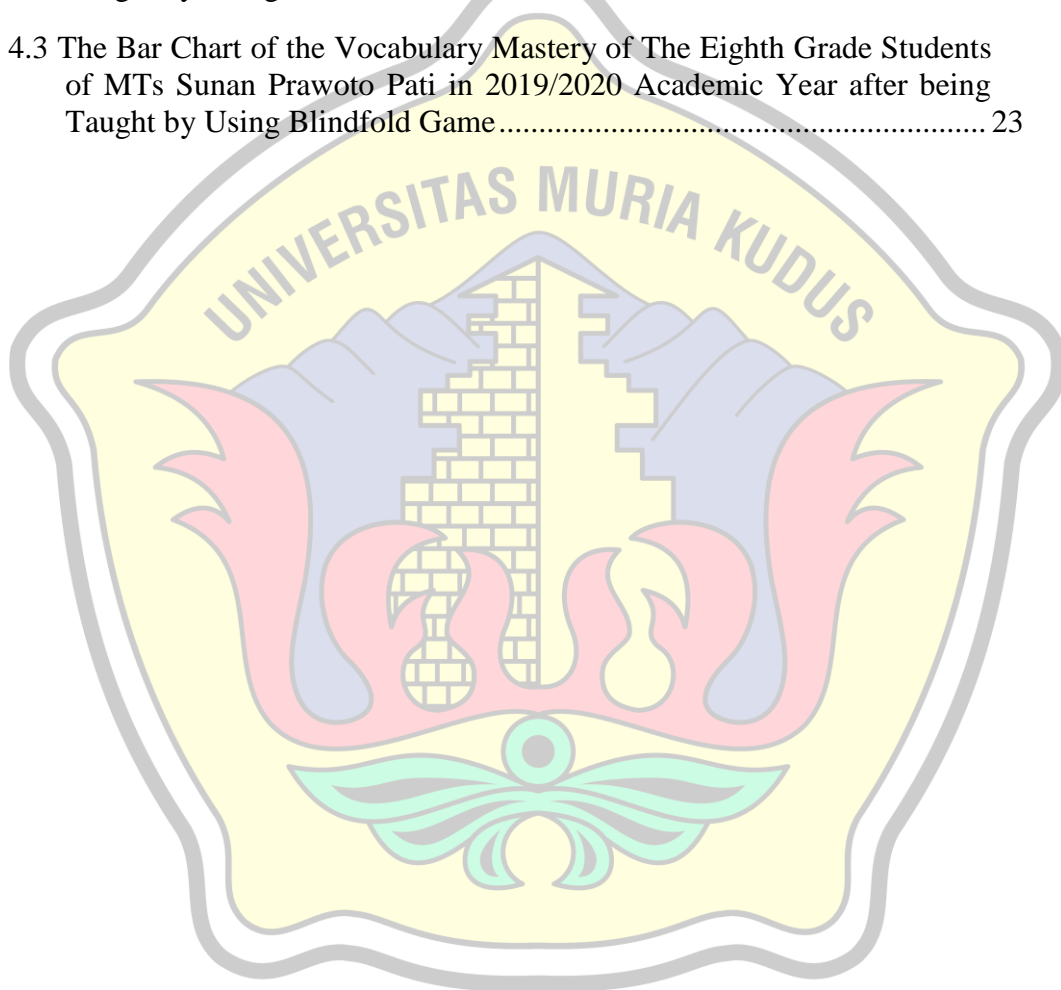
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