

SKRIPSI



**THE EFFECTIVENESS OF USING SPELLING BEE GAME TO TEACH
VOCABULARY TO THE EIGHTH GRADE STUDENTS OF JUNIOR
HIGH SCHOOL AT SMP N 3 TAMBAKROMO)**

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TEACHER TRAINING AND EDUCATION FACULTY

UNIVERSITAS MURIA KUDUS

2020



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SKRIPSI

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Requirements for Complementing the Sarjana Program in the English
Education Department**



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UNIVERSITAS MURIA KUDUS**

2020

MOTTO AND DEDICATION

❖ MOTTO

- Life is a struggle
- Believe in yourself that you can pass every challenge in your life
- After difficulty there will be a definitely ease
- Winning doesn't always mean being first. Winning means you're doing better than you have ever done.



❖ DEDICATION

The writer will dedicate this skripsi to:

- Mr. Sumarno and Mrs. Nur Khimayah
as her beloved parents
- All of her family members

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Ain Choridatul Aula (201532010) has been approved the *Skripsi* advisors for further approval by the Examining Committee.

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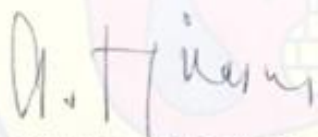
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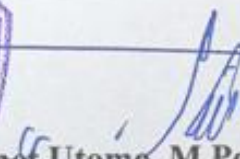
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8. All of the researchers' best friends especially Saiha Endri Rahayu who have given spirit and motivation to the researcher.

The researcher hopes that this skripsi will give the advantage for the readers and other researchers.

Kudus, 25 February 2020
The Researcher

Ain Choridatul Aula

ABSTRACT

Aula, Ain Choridatul. *The Effectiveness of Using Spelling Bee Game to Teach Vocabulary*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. (1) Nuraeningsih, S.Pd, M.Pd (2) Aisyah Ririn Perwikasih Utari, SS, M.Pd.

Keyword: Spelling Bee Game, Teaching Vocabulary

Vocabulary is the foundation of our English skill. We can not have a good understanding in the terms of speaking, reading, listening, and writing if we have a limited vocabulary. For the students, it is a must to have a good mastery of vocabulary because it will make them easier to understand the subject of English. Therefore, the researcher tried to apply Spelling Bee Game to help them in learning vocabulary.

The objective of this research is to know the mastery of English vocabulary of the eighth students of SMP N 3 Tambakromo Pati in academic year 2019/2020 before and after being taught by using Spelling Bee Game.

This is a quantitative research with the model of experimental. In this case, the researcher used tests as the instrument in doing research. The population that researcher chose was the eighth grade students of SMP n 3 Tambakromo Pati. The way the researcher took the sample was by using the model of cluster random sampling. Before conducting research, the researcher did pre-test to the students to know the mastery of English vocabulary before being taught by using Spelling Bee Game. And then researcher gave the treatment by using Spelling Bee Game. For the last, the researcher did post-test to know the mastery of students vocabulary after being taught by using Spelling Bee Game.

The result of pre-test score is 4.7 with the standard deviation is 11.1. While the result of post-test is 69.8 and the standard deviation is 6.33. In this case, the score of t_0 is 14.2 with significant level 0.05, degree of freedom (df) 25, and t-table 2.060. So, t-observation is higher than t-table. It means that there is a significant difference between English vocabulary mastery of the eighth grade students of SMPN 3 Tambakromo Pati in academic year 2019/2020 before and after being taught by using Spelling Bee Game. Therefore, the null hypothesis is rejected and the alternative hypothesis is accepted. So, Spelling Bee Game can give the positive impact for the students. The researcher suggests that the English teacher can use Spelling Bee Game to teach vocabulary.

The conclusion of this research is Spelling Bee Game is effective for the students. The mastery of students vocabulary is increased after the teacher applied Spelling Bee Game to teach vocabulary. Because by using Spelling Bee Game, the students can learn, remember, and applying words become a sentence.

ABSTRAK

Aula, Ain Choridatul. Keefektifan Permainan Pengejaan Kata untuk Mengajarkan Kosakata. Skripsi Program Studi Bahasa Inggris Fakultas Keguruan Ilmu Pendidikan Universitas Muria Kudus. Dosen Pembimbing (1) Nuraeningsih, S.Pd, M.Pd (2) Aisyah Ririn Perwikasih Utari, SS, M.Pd.

Kosakata adalah dasar dari kemampuan berbahasa Inggris kita. Kita tidak bisa punya pemahaman yang baik dalam hal berbicara, mendengarkan, dan menulis jika kita memiliki pengetahuan kosakata yang terbatas. Untuk siswa, itu sebuah keharusan untuk memiliki pemahaman kosakata yang baik karena itu akan membuat mereka lebih mudah untuk belajar bahasa Inggris. Karena itu, peneliti mencoba menerapkan permainan spelling bee untuk membantu mereka mempelajari kosakata.

Penelitian ini bertujuan untuk mengetahui apakah ada perbedaan kosakata bahasa Inggris dari siswa kelas delapan di SMP N 3 Tambakromo Pati pada tahun ajaran 2019/2020 sebelum dan sesudah diajar dengan menggunakan permainan spelling bee.

Ini adalah sebuah penelitian kuantitatif dengan model pendekatan eksperimental. Dalam hal ini, penulis menggunakan test sebagai instrumen dalam melakukan penelitian. Populasi yang peneliti pilih adalah siswa kelas delapan dari SMP N 3 Tambakromo. Dalam pengambilan sampel, peneliti menggunakan metode cluster random sampling. Sebelum mengadakan penelitian, peneliti melakukan pre-test kepada murid untuk mengetahui pemahaman mereka tentang kosakata bahasa Inggris sebelum diberikan treatment. Setelah itu peneliti memberikan treatment dengan permainan spelling bee disaat proses belajar dan mengajar. Kemudian di akhir pertemuan, peneliti melakukan post-test untuk mengetahui penguasaan mereka dalam hal kosakata setelah diajarkan dengan permainan pengejaan kata.

Hasil rata-rata dari nilai pre-test adalah 48.7 dengan standard deviasi 11.1. Sedangkan, hasil rata-rata dari nilai post-test mereka adalah 69.8 dengan standard deviasi 6.33. Dengan demikian nilai t_0 adalah 14.2 dengan tingkat signifikan 0.05, degree of freedom (df) 25, dan t-table 2.060. Sehingga t-observasi lebih besar daripada t-table. Hal ini menunjukkan adanya perbedaan signifikan dari siswa kelas delapan di SMPN 3 Tambakromo Pati tahun ajaran 2019/2020 sebelum dan sesudah belajar menggunakan permainan pengejaan kata. Karena itu, null hypothesis di tolak dan alternative hypothesis diterima. Jadi, permainan pengejaan kata dapat memberikan dampak yang positif bagi siswa. Peneliti menyarankan agar guru bahasa Inggris dapat menerapkan permainan pengejaan kata saat mengajarkan kosakata bahasa Inggris.

Kesimpulan dari penelitian ini adalah permainan pengejaan kata efektif untuk siswa. Penguasaan kosakata siswa meningkat setelah guru menerapkan permainan pengejaan kata dalam proses mengajar. Jadi, peneliti menyarankan kepada guru bahasa Inggris agar menggunakan permainan pengejaan kata. Karena dengan bermain pengejaan kata siswa dapat belajar, mengingat, dan menerapkan kata menjadi kalimat.

Kata Kunci: permainan pengejaan kata, pengajaran kosakata bahasa Inggris.

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