

SKRIPSI



**THE USE OF SCRABBLE GAME IN TEACHING VOCABULARY
FOR JUNIOR HIGH SCHOOL STUDENTS
AT *ENGLISH MASTERY COURSE* KUDUS**

By

CHUSNUL HIDAYAH

201832027

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2022



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in Partial Fulfillment of the Requirements for Completing
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2022

MOTTO AND DEDICATION

MOTTO

1. Do your best in your life
2. Starts everything by praying



DEDICATION

1. My beloved parents who always support me in every condition
2. All of the lecturers who always give me knowledge and guidance
3. All of my family and friends who always accompany, support, and help in every step of my life

ADVISORS' APPROVAL


This is to certify that the *Skripsi* of Chusnul Hidayah (201832027) has been approved by the *Skripsi* advisors for further approval by the Examining Committee.

Kudus, July 2022


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ABSTRACT

Hidayah, Chusnul. 2022. *“The Use of Scrabble Game in Teaching Vocabulary for Junior High School Students at English Mastery Course Kudus”*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (1) Dr. Fitri Budi Suryani, SS, M.Pd. (2) Titis Sulistyowati, SS. M.Pd.

Keywords: *Scrabble Game, Vocabulary*

Vocabulary is important to the students who learn English. To make the students interested in learning vocabulary the teacher can use scrabble game as a media for teaching. Scrabble game is a board game that provides 15 columns and 15 rows, the player can make a word from the letters provided. Each letter has a point, for difficult letters the points are high.

This research aimed to find out the implementation of the use of scrabble game in teaching vocabulary for Junior High School students at English Mastery Course Kudus and the difficulties of the students when they learn vocabulary using scrabble game.

The method of this research is qualitative research design. The researcher collects the data by observation and interview. The participants are 6 Students Junior High School at English Mastery Course Kudus.

The results on the implementation of using scrabble game in teaching vocabulary shows that the students were happy, active, interested, and motivated when they learn vocabulary using scrabble game. They cooperate actively in the competition. Through scrabble game the students could easy to memorize vocabulary easily. The student had 4 difficulties in learning vocabulary using scrabble game. The students were difficult to make a word when they get a difficult random letters, sometimes the students difficult to describe the word, they had difficult to spell the letters, and pronouncing the word correctly.

The suggestion of this research are presented for the teachers, students, and future researchers. For the teachers the researcher suggests that the teacher can use scrabble game as one of the media for teaching vocabulary, for the students the researcher suggests that the students should cooperate actively with their group, for the future researcher the researcher suggests that to find out to overcome the student difficulties in learning vocabulary using scrabble game.

ABSTRAK

Hidayah, Chusnul. 2022. *Penggunaan Scrabble Game dalam pengajaran vocabulary untuk siswa SMP di English Mastery Course Kudus*. Skripsi. Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Dr. Fitri Budi Suryani, SS, M.Pd. (2) Titis Sulistyowati, SS, M.Pd.

Kata Kunci: Scrabble Game, Vocabulary

Vocabulary itu penting untuk siswa yang belajar bahasa Inggris. Untuk membuat siswa agar tertarik dalam belajar vocabulary guru bahasa Inggris bisa menggunakan scrabble game sebagai media pembelajaran. Scrabble game adalah permainan yang menyediakan 15 baris dan 15 kolom dimana pemainnya bisa membuat kata dari huruf yang telah disediakan. Setiap huruf memiliki poin, untuk huruf yang sulit poinnya tinggi.

Tujuan dari penelitian ini adalah untuk menemukan penerapan scrabble game dalam pengajaran vocabulary untuk siswa SMP di English Mastery Course Kudus dan untuk menemukan kesulitan siswa saat mereka belajar vocabulary menggunakan scrabble game.

Metode penelitian ini adalah qualitative. Peneliti mengumpulkan data menggunakan observasi dan interview. Pesertanya adalah 6 siswa SMP English Mastery Course Kudus.

Hasil dari penerapan penggunaan scrabble game dalam mengajar vocabulary menunjukkan bahwa siswa bahagia, aktif, tertarik dan termotivasi ketika mereka belajar vocabulary menggunakan scrabble game. Mereka berkompetisi secara aktif. Melalui scrabble game siswa dapat mengingat vocabulary dengan mudah. Siswa memiliki 4 kesulitan ketika mereka belajar vocabulary menggunakan scrabble game. Siswa kesulitan membuat kata ketika mereka mendapatkan huruf acak yang susah, terkadang siswa kesulitan untuk mendeskripsikan kata, mereka kesulitan untuk mengeja huruf dan melafalkan kata secara benar.

Saran dari penelitian ini ditujukan untuk guru, siswa, dan peneliti selanjutnya. Untuk guru peneliti menyarankan bahwa guru bisa menggunakan scrabble game sebagai salah satu media untuk mengajar vocabulary. Untuk siswa, peneliti menyarankan siswa harus berpartisipasi aktif dengan kelompoknya. Untuk peneliti selanjutnya, peneliti menyarankan untuk mencari tahu cara mengatasi kesulitan siswa ketika belajar vocabulary menggunakan scrabble game.

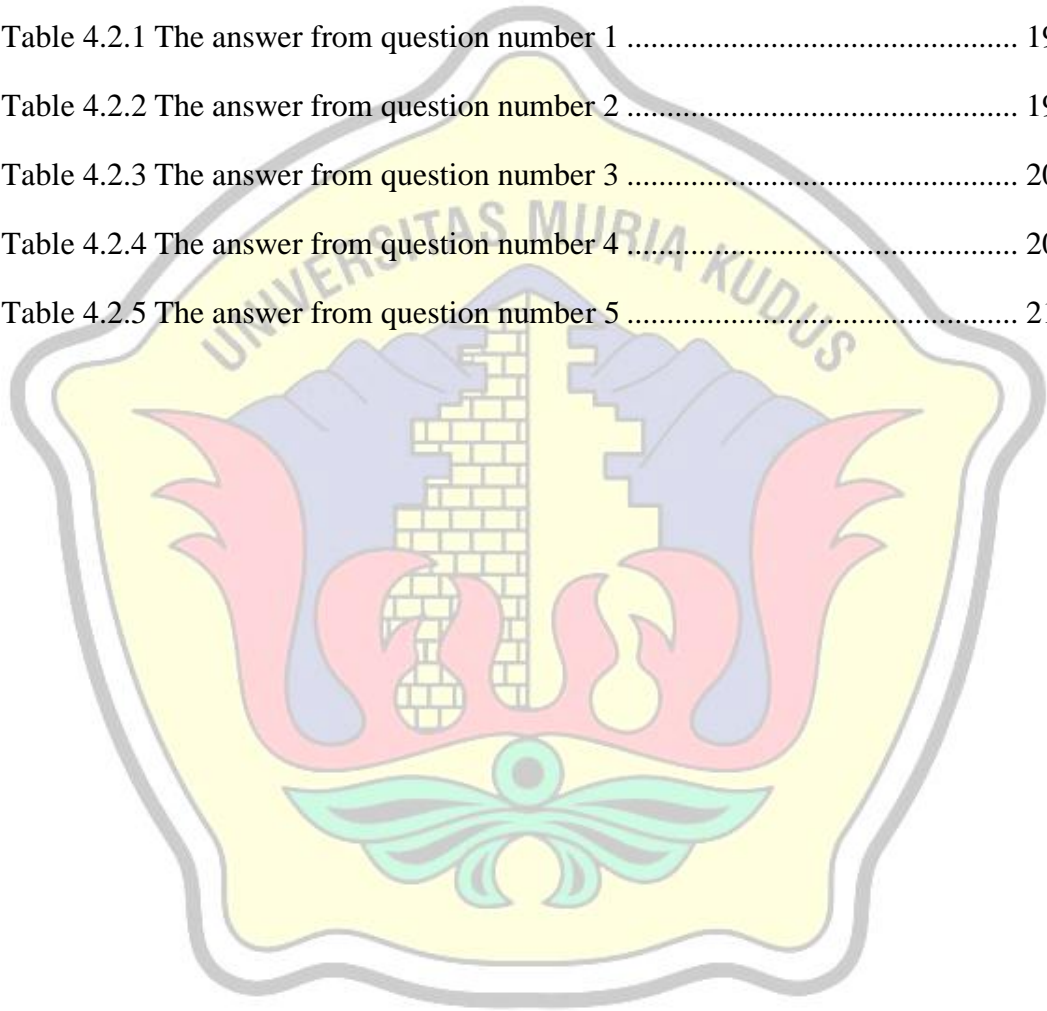
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