



**THE EFFECTIVENESS OF WEB-BASED LEARNING MEDIA  
“GAMES TO LEARN ENGLISH” ON YOUNG LEARNERS'  
VOCABULARY MASTERY AT SIXTH GRADE  
SD 1 TERNADI KUDUS**

**Skripsi**

**Disusun untuk Memperoleh Gelar Sarjana Pendidikan**

**By**

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TEACHER TRAINING AND EDUCATION FACULTY  
MURIA KUDUS UNIVERSITY**

**2024**

**SKRIPSI**



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**The Effectiveness of Web-Based Learning Media “Games to Learn English”  
On Young Learners' Vocabulary Mastery at Sixth Grade SD 1 Ternadi  
Kudus**



**SKRIPSI**

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

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**2024**

## MOTTO AND DEDICATION

### **Motto:**

“Learn from yesterday, live for today, hope for tomorrow.”

### **Dedication:**

1. My parents and my sister who have supported and prayed for me.
2. Ms. Diah Kurniati and Mr. Slamet Utomo as my thesis advisors who always guide and help me in finishing my skripsi.
3. My friends who always help, remind, and support in completing this skripsi.

## ADVISOR'S APPROVAL

This is to certify that the Skripsi of Niken Amalia Salsabila Putri (NIM 201932019) has been approved by the skripsi advisors for further approval by the Examining Committee.

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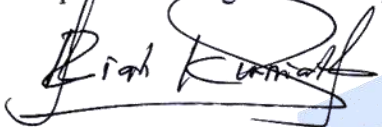
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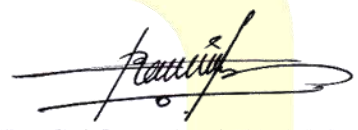
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Kudus, 21<sup>st</sup> February 2024

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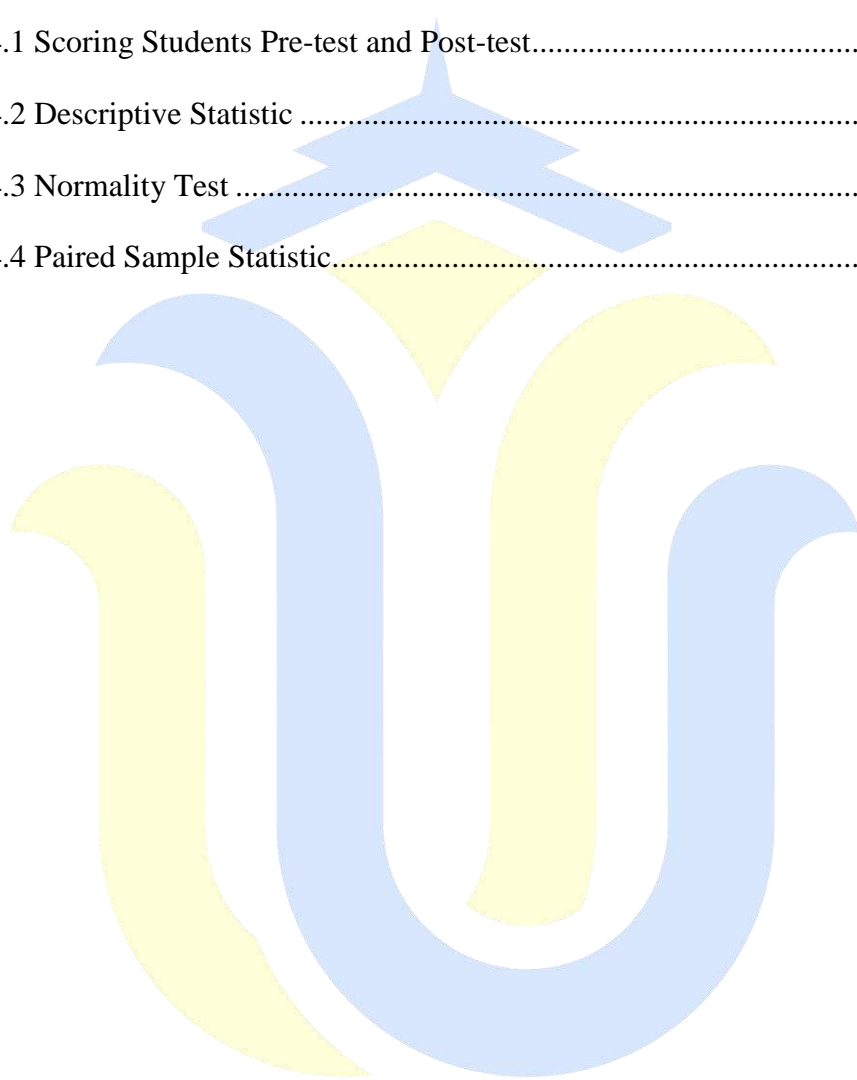
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## ABSTRAK

Putri, Niken Amalia Salsabila, 2024. “Efektivitas Media Pembelajaran Berbasis Web “Games to Learn English” Terhadap Penguasaan Kosakata Pelajar Muda” Pada Siswa Kelas Enam SD 1 Ternadi Kudus. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Dr. Diah Kurniati, S.Pd., M.Pd. (2) Dr. Slamet Utomo, M.Pd.

Kata Kunci: Kosakata, Peserta Didik Muda, Berbasis Web.

Bahasa Inggris adalah bahasa universal yang paling populer sehingga pentingnya bahasa Inggris tidak dapat diabaikan. Untuk mempersiapkan pelajar muda agar memiliki kemampuan bahasa Inggris yang baik, maka perlu adanya pembiasaan belajar bahasa Inggris sejak dini. Kosakata adalah salah satu bagian penting dari bahasa yang tidak dapat dipisahkan dari pembelajaran bahasa Inggris. Sulit untuk menguasai empat keterampilan berbahasa tanpa menguasai kosakata karena kosakata merupakan hal yang esensial dalam pembelajaran bahasa.

Masalah dari penelitian ini adalah apakah penggunaan media pembelajaran berbasis web Games to Learn English untuk mengajarkan kosakata kepada siswa kelas enam di SD 1 Ternadi pada tahun ajaran 2023/2024 memberikan perbedaan yang signifikan dalam pembelajaran kosakata. Penelitian ini menggunakan situs web Games to Learn English sebagai media pembelajaran kosakata untuk siswa kelas enam di SD 1 Ternadi untuk menemukan perbedaan yang signifikan dalam kosakata antara sebelum dan sesudah.

Penelitian ini merupakan penelitian eksperimen dengan satu kelompok pre-test dan post-test. Penelitian ini mengeksplorasi perbedaan kosakata siswa sebelum dan sesudah diajar menggunakan media pembelajaran berbasis web Games to Learn English. Hanya satu kelas dalam penelitian ini yang menjadi responden yang menerima perlakuan sebagai bagian dari desain ini.

Nilai sig (2-tailed) yang diperoleh adalah 0.00, yang kurang dari 0.05, oleh karena itu terdapat perbedaan yang signifikan. Hasilnya, hipotesis alternatif ( $H_a$ ) diterima dan hipotesis nol ( $H_0$ ) ditolak, terdapat perbedaan antara kedua nilai tersebut. Terbukti bahwa Games to Learn English efektif.

## ABSTRACT

Putri, Niken Amalia Salsabila. 2024. "The Effectiveness of Web-Based Learning Media "Games to Learn English" On Young Learners' Vocabulary Mastery" At Sixth Grade SD 1 Ternadi Kudus. Skripsi. English Education Department, Teacher Training and Education Faculty, Universitas Muria Kudus. Advisors: (1) Dr. Diah Kurniati, S.Pd., M.Pd. (2) Dr. Slamet Utomo, M.Pd.

Keyword: Vocabulary, Young Learners, Web-Based.

English is the most popular universal language, so the importance of English cannot be neglected. In preparing young learners to have good English skills, allowing them to learn English at a young age is necessary. Vocabulary is one of the essential parts of language that cannot be separated from learning English. It is challenging to master the four language skills without mastering a vocabulary because it is essential in language learning.

The problem of this research is whether web-based learning media Games to Learn English to teach vocabulary to sixth grade students at SD 1 Ternadi in the 2023/2024 academic year significantly differ vocabulary learning. This study using Games to Learn English website as a vocabulary teaching media for sixth-grade students at SD 1 Ternadi to find if there is any effect on the vocabulary mastery of sixth-grade students between before and after.

This is an experimental study with one group pre-test and post-test. This study explores the difference in young learners' vocabulary before and after being taught using web-based learning media Games to Learn English. Only one class in this study as respondents received the treatment as part of this design.

The sig (2-tailed) value obtained is 0.00, which is less than 0.05, therefore there is a significant difference. As a result, the alternative hypothesis ( $H_a$ ) is accepted and the null hypothesis ( $H_0$ ) is rejected, there is a difference between the two values. It is proved that Games to Learn English is effective to teach vocabulary for sixth grade students at SD 1 Ternadi.

Degrees of Freedom (Df) found 20 with a significance value ( $\alpha/2$ ) of 0.05/2 is 0.025. the t-table value is 2.085. The t-test value (19.475) is higher than the t-table (2.085). the sig value (2-tailed) shows sig (0.000) lower than sig  $\alpha$  (0.05). This means that ( $H_a$ ) is accepted and teaching using web-based learning media Games to Learn English is more effective than the conventional method.