



**THE MASTERY OF ENGLISH VOCABULARY OF FOURTH GRADE
STUDENTS OF SDN 4 DERSALAM KUDUS IN ACADEMIC YEAR
2013/2014 TAUGHT BY USING GUESSING WORD ADOPTED FROM
THE GAMES IN EAT BULAGA PROGRAM**

By:

**ANI SUGIARTI
NIM 201032158**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2014**



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SKRIPSI

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

**Oleh
ANI SUGIARTI
NIM 201032158**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2014**

MOTTO AND DEDICATION

MOTTO

“That is so because Allah will never change a grace which He has bestowed on a people until they change what is in their own selves. And verily, Allah is All-Hearer, All Knower.”

(QS. An Anfaal 8: 53)



Dedication

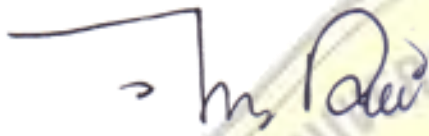
- 1. The writer's Father and mother (Mr. Sumaji and Mrs. Sugirah) who have been supporting in moral and material in the writers's life. Who always send love, motivation, and pray to the writer.*
- 2. For the writer's brother, Supri Yanto. Although always argue each other, but the writer's love you.*
- 3. For the writer's cousin, Kholifatu Ulil Azmi who always gives support and criticism.*
- 4. For all of the writer's friends, especially Fitri and Izza who always send love.*

ADVISOR'S APPROVAL

This is to certify that the *Skripsi* of Ani Sugiarti (NIM 201032158) has been approved by the *skripsi advisors* for further approval by the Examining Committee.

Kudus, August 2014

Advisor I



Drs. Supriyadi, M.Pd
NIP. 19570616-198403-1-015

Advisor II



Titis Sulistowati, SS, M.Pd
NIP. 19810402-200501-2-001

Acknowledge by
The Faculty of Teacher Training and Education
Dean,




Drs. Selamet Utomo, M. Pd
NIP. 19621219-198703-1-015

EXAMINERS' APPROVAL

This is to certify that the *Skripsi* of Ani Sugiarti (NIM 201032158) has been approved by the Examining Committee *as a requirement* for the Sarjana Degree in English education.

Kudus, August 2014
Skripsi Examining Committee,


Drs. Supriyadi, M.Pd, Chairperson
NIP. 19570616-198403-1-015


Titis Sulistyowati, S.S, M.Pd, Member
NIP. 19810402-200501-2-001


Drs. Muh svafei, M.Pd, Member
NIP. 19620413-198803-1-002


Aisyah Ririn Perwikasih Utari, S.S, M. Pd, Member
NIS. 0610701000001228

Acknowledge by
The Faculty of Teacher Training and Education



Drs. Selamet Utomo, M. Pd
NIP. 19621219-198703-1-015

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The writer also wants to deliver Sholawat and Salam to our prophet Muhammad SAW who has helped the human's life from stupidity to the cleverness. From the darkness to the lightness.

This research can be finished by the support of many people. Therefore, the writer wants to deliver her great thanks. Especially for:

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2014

Ani Sugiarti

ABSTRACT

Sugiarti, Ani. 2014. *The Mastery of English Vocabulary of the Fourth Grade Students of SDN 4 Dersalam Kudus in Academic Year 2013/2014 Taught by Guessing Word Adopted From of the Games in Eat Bulaga Program*. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1) Drs. Suprihadi, M.Pd, (2) Titis Sulistyowati, SS, M.Pd

Key words: guessing word, teaching strategy, vocabulary, eat bulaga

Vocabulary mastery is a very important thing in all levels of study, including Elementary school. However, many students still have difficulties in understanding the English lesson, and the fourth grade students of SDN 4 Dersalam Kudus are one of them. Most of them have limitation in mastering English Vocabulary. One problem that the writer found is they thing that English is very difficult, moreover the teacher does not know what they want and need in learning process. The writer thinks it would better to use technique that can make them fell fun. Guessing word adopted from the games in Eat Bulaga program is one of the appropriate ways to solve the problem. By using guessing word adopted from the Games in Eat Bulaga Program, the process of teaching learning becomes fun and not bored. So, the students would be confident and feel enjoy during the learning process.

The purposes of this research are (I) to find out Teaching English Vocabulary For Fourth Grade Students of SDN 4 Dersalam Kudus in Academic Year 2014/2015 before being taught by using Guessing Word Adopted From of the Games In Eat Bulaga Program. (II) To find out Teaching English Vocabulary for Fourth Grade Students of SDN 4 Dersalam Kudus in Academic Year 2014/2015 after being Guessing Word Adopted From of the Games in Eat Bulaga Program. (III) To find out whether there is a significant difference between Teaching English Vocabulary for Fouth Grade Students of SDN 4 Dersalam Kudus in Academic Year 2014/2015 before and after being Guessing Word Adopted From of the Games in Eat Bulaga Program.

In this research, the writer uses experimental research design as the research method which consists of one group Pre Test Post Test Design. The population of this research is all of the students of the fourth grade of SDN 4 Dersalam Kudus in the academic year 2014/2015 which consist of 19 students. The sample of this research is the fourth grade of SDN 4 Dersalam Kudus in the academic year 2014/2015, which consists of 19 students.

The writer carried out data analysis and tested the hypothesis. The mean for the pre-test is 61.8, SD is 13.03. While for the post-test, the data mean is 75.6 with SD is 11. 22. For hypothesis testing $t=4.76$ while t -table is 1.734. It is concluded that Guessing Word Adopted From of the Games in Eat Bulaga Program as a strategy teaching English conclude that “There is a significant difference between the mastery of English vocabulary for fourth grade students of

SDN 4 Dersalam Kudus in academic year 2013/2014 before and after being taught by using guessing word adopted from of the games in eat bulaga program.”

From the fact above, the writer suggests that the English teachers may take benefit from the game to make the teaching and learning English fun and improve students' vocabulary mastery.



ABSTRAK

Sugiarti, Ani. 2014. *Penguasaan Kosakata Bahasa Inggris Siswa Kelas Empat SDN 4 Dersalam Kudus Tahun Pelajaran 2014/2015 yang Diajar Menggunakan Tebak Kata Mengadopsi dari Permainan Program Eat Bulaga*. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1) Drs. Supriyadi, M.Pd., (2) Titis Sulistyowati, SS, M.Pd

Kata Kunci: tebak kata, strategi pengajaran, kosakata, eat bulaga

Penguasaan kosakata adalah hal yang sangat penting dalam semua tingkat pendidikan termasuk sekolah dasar. Bagaimanapun, banyak siswa yang masih kesulitan untuk memahami pelajaran bahasa Inggris, dan kelas 4 SDN 4 Dersalam Kudus adalah salah satunya. Mereka memiliki keterbatasan dalam memahami kosakata bahasa Inggris. Salah satu kasus yaitu, penulis menemukan bahwa mereka berfikir bahwa bahasa Inggris itu sesuatu yang sangat sulit, jadi guru tidak mengerti apa yang mereka inginkan dan butuhkan dalam proses pembelajaran. Penulis berfikir itu akan lebih baik jika menggunakan teknik belajar yang menyenangkan. Tebak kata yang mengadopsi dari game di eat bulaga adalah salah satu jalan yang tepat untuk memecahkan masalah. Dengan menggunakan Tebak kata yang mengadopsi salah satu game di eat bulaga, proses belajar mengajar akan menjadi menyenangkan dan tidak membosankan. Jadi, siswa akan merasa nyaman dalam proses belajar mengajar.

Tujuan dari penelitian ini adalah (I) Untuk mengetahui penguasaan kosakata bahasa Inggris untuk kelas Empat SDN 4 Dersalam Kudus tahun pelajaran 2014/2015 sebelum diajar menggunakan tebak kata yang mengadopsi dari game di program eat bulaga. (II) Untuk mengetahui penguasaan kosakata bahasa Inggris untuk kelas Empat SDN 4 Dersalam Kudus tahun pelajaran 2014/2015 sesudah diajar menggunakan tebak kata yang mengadopsi dari game di program eat bulaga. (III) Untuk mengetahui apakah perbedaan yang berarti antara penguasaan kosakata bahasa Inggris untuk kelas Empat SDN 4 Dersalam Kudus tahun pelajaran 2014/2015 sebelum dan sesudah diajar menggunakan tebak kata yang mengadopsi dari game di program eat bulaga.

Dalam penelitian ini, penulis menggunakan penelitian model percobaan sebagai metode penelitian yang terdiri oleh pre-test dan Post-Test. Populasi dari penelitian ini adalah seluruh siswa kelas Empat SDN 4 Dersalam Kudus tahun pelajaran 2014/2015 yang terdiri dari 19 siswa.

Penulis melakukan analisis data dan menguji hipotesis. Nilai rata-rata untuk pre-test adalah 61.8, SD = 13.03. sementara itu untuk post-test nilai rata-rata adalah 75.6 dan SD adalah 11.22. untuk uji hipotesis $t=4,76$ dengan t -tabel nya adalah 1.734. hal itu menyimpulkan bahwa tebak kata yang mengadopsi dari game di program eat bulaga sebagai satu strategi dari pengajaran bahasa Inggris menyimpulkan bahwa “Ada perbedaan yang signifikan antara penguasaan kosakata bahasa Inggris kelas Empat SDN 4 Dersalam Kudus tahun pelajaran

2014/2015 sebelum dan sesudah diajar menggunakan tebak kata yang mengadopsi dari game di program eat bulaga”

Dari kenyataan diatas, penulis memberikan saran kepada guru bahasa Inggris untuk mengambil keuntungan dari permainan ini untuk menciptakan proses belajar mengajar menjadi lebih menyenangkan dan meningkatkan penguasaan kosa kata bahasa Inggris.



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