

SKRIPSI



**LAST ONE STANDING GAME AS THE TECHNIQUE TO TEACH
VOCABULARY MASTERY OF FIFTH GRADE STUDENTS OF SDN
DEMAAN JEPARA IN ACADEMIC YEAR 2015/2016**

**BY:
DHIASTRI ERY SEPTIANI
NIM 201132130**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2015**



**LAST ONE STANDING GAME AS THE TECHNIQUE TO TEACH
VOCABULARY MASTERY OF FIFTH GRADE STUDENTS OF SDN
DEMAAN JEPARA IN ACADEMIC YEAR 2015/2016**

SKRIPSI

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

**BY:
DHIASTRI ERY SEPTIANI
NIM 201132130**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2015**

MOTTO AND DEDICATION

MOTTO

- Twenty years from now you will be more disappointed by the things that you did not do than by the one you did do. So, throw off the bowlines. Sail away from the safe harbor. Catch the trade winds in your sails. Explore, dream, discover

(Mark Twain)

- “*Orang hidup itu yang penting kamu nyaman,tidak ganggu orang lain dan tidak ngambil apa yang bukan jadi milikmu. Bersyukur juga yang paling utama*”

(Bapak Ery Subagiyo)

DEDICATION

The skripsi is dedicated to:

- *The Researcher's beloved father and mother*
(Ery Subagiyo and Almrh. Sri Zumrotun)
- *The Researcher's sister and My beloved step brother* *(Andanari Eristiana and M. Avis Eristianto)*

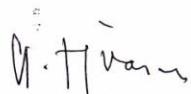
- *The Researcher's lovely friends*
(Herlina "lindut", Hendina "nyak Jono", nyai Ninik)
 - *The Researcher's Pacar Ndut dan Sabar (Ragil Saputro)*
 - *The Researcher's lovely friends in her boarding house* (*Aunty Janeta, Keke, bak Pinta, Gracia, hafiz and Dika*)
 - *The Researcher's lovely friends who are giving a new point of view of a life* (*Bang gareng and bang Tiok*)
 - *All of the Researcher's lecturer in Department of English Education UMK*
 - *All of the Researcher's friends in Department of English Education UMK.*

ADVISORS' APPROVAL

This is to certify that the *Sarjana Skripsi* of DHIASTRI ERY SEPTIANI (201132130) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

Kudus, 22 August 2015

Advisor I



Dr. H. A. Hilal Madjidi, M.Pd.

NIS. 06107130200001020

Kudus, 22 August 2015

Advisor II



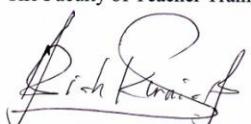
Junaldi, S.Pd., M.Pd

NIS. 0610701000001225

Acknowledged by

Head of English Education Department

The Faculty of Teacher Training and Education



Diah Kurniati, S.Pd., M.Pd.

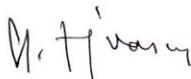
NIS. 0610701000001190

EXAMINERS' APPROVAL

This is to certify that the Skripsi of Dhiastri Ery Septiani (201132130) has been approved by the Examining Committee as a requirement for the Sarjana Degree of English Education

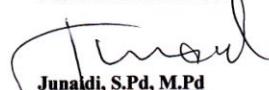
Kudus, 14 September 2015

Skripsi Examining Committee:


Dr. H. A. Hilal Madjid, M.Pd

, Chairperson

NIS. 061071320001020


Junaldi, S.Pd, M.Pd

, Member

NIS. 0610701000001225


Drs. Suprihadi, M.Pd

, Member

NIP. 195706161984031015


Nuraeningsih, S.Pd, M.Pd

, Member

NIS. 0610701000001201

Acknowledged by
The Faculty of Teacher Training and Education


Dr. Drs. Slamet Utomo, M. Pd.
NIP. 196212191987031015

ACKNOWLEDGEMENT

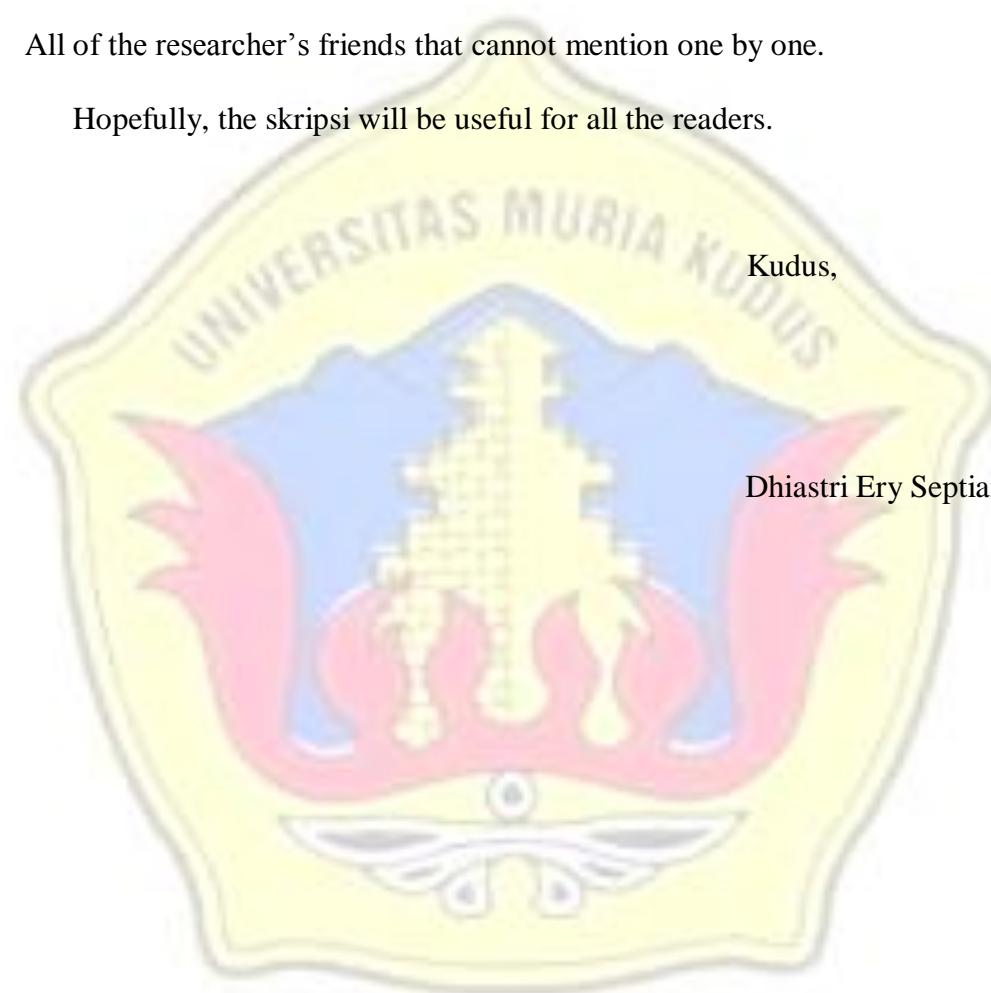
Here, the researcher would like to express the special thanks. Alhamdulillah thanks to Allah SWT the almighty and the merciful for the blessing, miracle, and inspiration given to the researcher to finish this skripsi entitled “Last One Standing Game as the Technique to Teach Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016”

Praise and invocation are also given to our Prophet, Muhammad SAW, who is always hoped his intercession in the end of the world. The researcher also would like to express her gratitude to several persons who have helped her, namely:

1. Dr. Slamet Utomo, M.Pd as the Dean of the Faculty of Teacher Training and Education of Muria Kudus University.
2. Diah Kurniati, S.Pd., M.Pd as the Head of Department of English Education.
3. Dr. H. A Hilal Madjidi, M.Pd as the First Advisor for his best suggestions, guidance, and motivation in finishing this final project.
4. Junaidi, S.Pd, M.Pd as the Second Advisor for his best suggestions, guidance, and motivation in finishing this final project.
5. Suroso, S.Pd SD as the Headmaster of SDN Demaan Jepara who has given permission to conduct the research.
6. Zunita Adriyani, S.Pd as the English Teacher of SDN Demaan Jepara who has given her helps and guidance to make the research there.

7. The researcher's beloved parents (Ery Subagiyo and Almrh. Sri Zumrotun) and her sister (Andanari Eristiani) for their support and always pray for finishing this research.
8. The researcher's lovely friends (Herlina, Hendina and Ninik) thanks for your helps, support and motivation.
9. All of the researcher's friends that cannot mention one by one.

Hopefully, the skripsi will be useful for all the readers.



Dhiastri Ery Septiani

ABSTRACT

Ery Septiani, Dhiastri. 2015. *Last One Standing Game as the Technique to Teach Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016.* Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Dr. H. A Hilal Madjidi, M.Pd, (ii) Junaidi, S.Pd, M.Pd.

Key Words: *Last One Standing Game and Vocabulary Mastery.*

Teaching English for young learners especially in elementary school should be fun, one of the best techniques is playing game. Last one standing game is kinds of mentioning game which a person who can stand up until the end of the game is the winner. Meanwhile, we know what is the best technique in teaching and learning in elementary school; we have to know what the problem of the student is. In teaching and learning process, the students to be passive in class, because the teacher using traditional technique. Based on this condition, the researcher tries to use Last One Standing Game as the technique to teach vocabulary.

This research aims to find out whether or not there is a significant difference between the vocabulary mastery of fifth grade students of SDN Demaan Jepara in academic year 2015/2016 before and after being taught by using Last One Standing game.

This is a quantitative research. The method of the research is experimental which uses pretest and post test design of the research. The population of this research is the fifth grade students of SDN Demaan Jepara in academic year 2015/2016. The total number of population is 60 students. They are grouped into two classes. The sample is taken by using purposive sampling because it is taken by the English teacher's suggestion. And the sample is V-B which consists of 31 students. The data were taken from written test, after the students were given the pre-test; they were given the treatment for four meeting. The treatment relies on the material that is taken from the syllabus of the school, and last the students were given posttest.

The result of the research shows that the mean score of the vocabulary mastery of fifth grade students before taught by using last one standing game is **67.96** and the mean score of the vocabulary mastery of fifth grade students after being taught by using last one standing game is **78.45**. It can be concludes that t-obtained **5.20** in the level of significance $\alpha= 0.05$ and the degree of freedom (df) 30 which is gained from N-1, the t-critical is **2.042**. T-obtained is higher than t-critical ($t_0 > t_i$). Thus H_0 (null hypothesis) is rejected and H_a (alternative hypothesis) is confirmed. So, the hypothesis states, "There is a significant difference between the vocabulary mastery of fifth grade students of SDN Demaan Jepara in academic year 2015/2016 before and after being taught by using Last One Standing game". So, last one standing game as the technique is effective to teach English vocabulary for students in elementary level.

For the teacher who wants to apply last one standing game in teaching and learning process, it is better for them to handle the noisy students and can decide the students into some groups to make teaching and learning process more useful.

ABSTRAK

Ery Septiani, Dhiastri. 2015 *Permainan Last One Standing Sebagai Teknik untuk Mengajarkan Penguasaan Kosa Kata Kelas Lima SDN Demaan Jepara Tahun Ajaran 2015/2016*. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (i) Dr. H. A. Hilal Madjidi, M.Pd, (ii) Junaidi, S.Pd, M.Pd.

Kata kunci: *Permainan Last One Standing dan Penguasaan Kosa Kata*

Pembelajaran bahasa Inggris untuk anak-anak terutama di sekolah dasar seharusnya menyenangkan, salah satu teknik terbaik adalah bermain. Permainan last one standing adalah salah satu game menyebutkan kata dimana seseorang yang berdiri paling akhir adalah pemenangnya. Siswa yang bersekolah di SDN Demaan Jepara merasa mereka sangat kesulitan dalam mengingat kata-kata dalam bahasa Inggris dan mereka merasa malu saat guru bahasa Inggris meminta untuk menyebutkan kata dalam bahasa Inggris. Dalam proses pembelajaran, siswa selalu passive di kelas karena guru banyak menggunakan tradisional teknik untuk mengajar. Dari kondisi diatas, maka sang peneliti ingin menggunakan permainan last one standing sebagai teknik untuk mengajarkan kosa kata.

Peneliti bertujuan untuk mengetahui apakah ada perbedaan signifikan diantara penguasaan kosa kata siswa kelas lima SDN Demaan Jepara tahun pelajaran 2015/2016 sebelum dan sesudah diajar menggunakan permainan last one standing.

Ini adalah penelitian kuantitatif. Metode yang digunakan adalah experimental yang menggunakan disain pre-test dan post-test. Populasi dari penelitian ini adalah siswa kelas lima SDN Demaan Jepara tahun pelajaran 2015/2016. Jumlah populasinya adalah 60 siswa. Yang dibagi menjadi dua kelas. Sample dari penilitian dipilih dengan cara purposive sampling karena guru bahasa Inggris yang meminta kelas mana yang akan dijadikan contoh. Dan sampelnya adalah siswa kelas V-B yang terdiri dari 31 siswa. Test yang digunakan adalah test tertulis, setelah pemberian test awal, peneliti akan memberikan empat kali treatment dan setelah itu akan memberikan test akhir untuk mengetahui adakah perbedaan yang signifikan atau tidak. Materi yang akan diberikan didapat dari syllabus sekolah.

Akhir dari penelitian ini menunjukan bahwa rata-rata nilai siswa sebelum diajarkan menggunakan permainan last one standing adalah **67.96** dan rata-rata nilai siswa sesudah diajarkan menggunakan permainan last one standing adalah **78.45**. Penelitian ini menyimpulkan bahwa t-obtained **5.20** di level significance $\alpha=0.05$ dan derajat kebebasan(df) 30 yang diperoleh dari N-1, the t-critical adalah **2.042**. T-obtained lebih tinggi dari t-critical ($t_o > t_t$). Demikian Ho (null hypothesis) ditolak dan Ha (alternative hypothesis) di terima. Jadi, hipotesisnya, “ Ada beberapa perbedaan yang signifikan antara penguasaan kosa kata siswa kelas lima SDN Demaan Jepara di tahun ajaran 2015/2016 sebelum dan sesudah

menggunakan permainan last one standing sebagai teknik. Jadi, permainan last one standing efektif untuk mengajar siswa di level sekolah dasar.

Untuk guru yang ingin menggunakan Last One Standing ini, akan lebih baik jika bisa mengendalikan siswa yang gaduh di dalam kelas, selain itu guru juga dapat membagi siswa dalam beberapa kelompok untuk membuat proses belajar dan mengajar menjadi lebih bermanfaat.



TABLE OF CONTENT

	Page
COVER	i
LOGO.....	ii
TITLE.....	iii
MOTTO AND DEDICATION	iv
ADVISORS' APPROVAL.....	vi
EXAMINERS' APPROVAL	vii
ACKNOWLEDGEMENT	viii
ABSTRACT	x
ABSTRAK.....	xi
TABLE OF CONTENTS.....	xiii
LIST OF TABLES	xvi
LIST OF FIGURES / DIAGRAM	xvii
LIST OF APPENDICES.....	xviii
 CHAPTER I INTRODUCTION	
1.1 Background of the Study	1
1.2 Statement of the Problems	5
1.3 Objective of the Research.....	5
1.4 Significance of the Research.....	5
1.5 Scope of the Research	6
1.6 Operational Definiton	7
 CHAPTER II REVIEW OF RELATED LITERATURE AND HYPOTHESIS	
2.1 Teaching English for Young Learners	8
2.2 Teaching English in SDN Demaan Jepara	9
2.2.1 Characteristic of Fifth Grade Students in SDN DemaanJepara.....	10
2.2.2 The Purpose of Teaching English in SDN DemaanJepara	11

2.2.3 The Material of Teaching English in SDN Demaan Jepara	12
2.2.4 The Curriculum of Teaching English in SDN Demaan Jepara.....	13
2 Definition of Vocabulary	14
2.3.1 Types of Vocabulary.....	14
2.3.2 Vocabulary Mastery	17
2.3.3 Teaching of Vocabulary.....	17
2.3.4 Technique in Teaching Vocabulary.....	19
2.3.5Teaching Vocabulary to Fifth Grades of Elementary School.....	19
2.4 General Concepts of Last One Standing Game	20
2.4.1 Definition of Last One Standing Game.....	21
2.4.2 The Advantages and Disadvantages of Using Last One Standing Game....	22
2.4.3 Steps of Using Last One Standing Game.....	24
2.4.4 Teaching English Vocabulary by Using Last One Standing Game	25
2.5 Review of Previous Research	26
2.6 Theoritical Framework	27
2.7 Hyphothesis	28
CHAPTER III METHOD OF THE RESEARCH	
3.1 Design of the Research	29
3.2 Popolation and Sample	30
3.3 DataCollection	31
3.4 Instrument of the Research.....	32
3.5 Validity and Reliability.....	32

3.6 Data Analysis	35
CHAPTER IV FINDING OF THE RESEARCH	
4.1 Finding of the Research	40
4.1.1 The Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/206 before being taught by Using Last One Standing Game	40
4.1.2 The Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/206 after being taught by Using Last One Standing Game	43
4.1.3 The Significance Difference of the vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/206 before and after being Taught by Last One Standing Game	46
4.2 Hypothesis Testing	47
CHAPTER V DISCUSSION	
5 Discussion	52
5.1 The Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 before being taught by Using Last One Standing game.....	52
5.2 The Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 before being taught by Using Last One Standing game.....	53
5.3 The Significance Difference of the vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/206 before and after being Taught by Using Last One Standing Game.....	57
CHAPTER VI: CONCLUSION AND SUGGESTION	
6.1 Conclusion	59
6.2 Suggestion	60
REFERENCES	
APPENDICES.....	63
STATEMENT	124
CURRICULUM VITAE.....	125

LIST OF TABLES

Table	Page
3.1 Table of Interpretation of Reliability.....	34
3.2 Table of Categorize of Students' Vocabulary Mastery.	36
4.1 The Pretest of the Vocabulary Mastery of the Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 before being Taught by Using Last One Standing Game.....	41
4.2 The Percentage of the Vocabulary Mastery of the Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 before being Taught by Using Last One Standing Game.....	42
4.3 The Posttest of the Vocabulary Mastery of the Eighth Grade Students of SDN DemaanJepara in Academic Year 2015/2016 after being Taught by Using Last One Standing Game.....	44
4.4 The Percentage of the Vocabulary Mastery of the Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 after being Taught by Using Last One Standing Game.	45

LIST OF FIGURES

Figure	Page
3.1 The Formula of Mean.....	35
3.2 The Formula of Standard Deviation	36
3.3The Formula of t (obtained).....	37
4.1The Bar Diagram of the Vocabulary Mastery of the Fifth Grade Students of SDN Demaan Jepara in Academic Year 2014/2015 before being Taught by Using Last One Standing Game.....	43
4.2The Bar Diagram of the Vocabulary Mastery of the Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 after being Taught by Using Last One Standing Game.....	46
4.3The Curve of T-Test Result of the Fifth Grade Students of SDN DemaanJepara in Academic Year 2015/2016.....	50

LIST OF APPENDICES

Appendices	Page
1.Syllabus.....	63
2.Lesson Plan.	79
3.Pretest and posttest.	98
4.Key answer.....	101
5.The Table of Tryout Result by Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016.....	102
6.The Table of Specification for the English Vocabulary Mastery Test Item for Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016.....	
7.The Reliability of the Test Item for Try Out to Measure the Vocabulary Mastery of Fifth grade Students of SDN Potroyudan Jepara in Academic Year 2015/2016.....	
8.The Score of the Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2014/2015 Before Being Taught By Using Last One Standing Game.....	110
9.The Calculation of Mean and Standard deviation of the Vocabulary Mastery of the Fifth Grade Students of SDN DemaanJepara in Academic Year 2015/2016 Before Being Taught By Using Last One Standing Game.....	112
10.The Table Distribution Frequency of Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016	

Before Being Taught By Using Last One Standing Game.....	113
11.The Score of the Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2014/2015 after Being Taught By Using Last One Standing Game.....	115
12.The Calculation of Mean and Standard deviation of the Vocabulary Mastery of the Eighth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 After Being Taught By Using Last One Standing Game.....	117
13.The Table Distribution Frequency of Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 After Being Taught By Using Last One Standing Game.....	118
14. The calculation to Find Out T-observation of Vocabulary Mastery of Fifth Grade Students of SDN Demaan Jepara in Academic Year 2015/2016 Before and After Taught By Using Last One Standing Game.....	120
15. T- Table.....	.123
16.Documentation.....	125