

SKRIPSI



PELMANISM GAME TO TEACH VOCABULARY TO THE FOURTH GRADE STUDENTS OF SD N 3 BAKALAN KRAPYAK KUDUS IN 2016/2017 ACADEMIC YEAR

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KUDUS UNIVERSITY
2017**



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STUDENTS OF SD N 3 BAKALAN KRAPYAK KUDUS
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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



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MOTTO AND DEDICATION

Motto:

- ♥ It's nice to be important, but it's more important to be nice.
- ♥ Believe Allah besides you.
- ♥ Dream it, wish it, and do it.



Dedication:

This Skripsi is dedicated to:

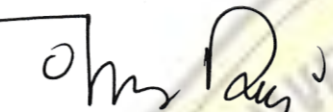
- Muria Kudus University
- SD N 3 Bakalan Krapyak Kudus
- His beloved parents
- His special one
- All of her friends in English Education Department 2012

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Muhammad Syaifuddin 'Azma (201-32-017) has been approved by the *skripsi* advisors for further approval by the Examining Committee.


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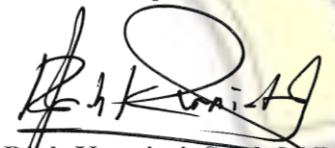
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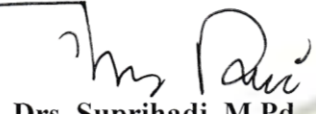
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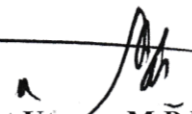

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The writer would like to express his appreciation and deepest gratitude to those people who are involved in the process of completing this skripsi, they are:

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Kudus, Februari, 19, 2017

Muhammad Syaifuddin 'Azma

ABSTRACT

'Azma, Muhammad Syaifuddin. 2017. *Pelmanism Game to Teach Vocabulary to The Fourth Grade Students of SD N 3 Bakalan Krapyak Kudus in 2016/2017 Academic Year*. Skripsi. English Education Department of Teacher Training and Education Faculty. Muria Kudus University. Advisors (i) Drs. Suprihadi, M.Pd. (ii) Atik Rokhayani, S.Pd, M.Pd

Key Words: *Teaching Vocabulary and Pelmanism Game*.

Vocabulary is one of English components; they are the first and foremost important step in language acquisition and helps the learners in comprehending kind of spoken and written text. In SD N 3 Bakalan Krapyak Kudus, the fourth grade students seem not interest during teaching and learning process. They felt afraid of making mistakes. So they just kept silent. It is proved by the writer assumed who found the student's score under the KKM. To cover the situation Pelmanism Game can be alternative technique in teaching English especially vocabulary.

The objective of this research is to determine whether there is a significant impact on vocabulary achievement of the fourth grade students of SD N 3 Bakalan Krapyak Kudus in 2016/2017 academic year before and after being taught by using Pelmanism Game.

This research is experimental research which used one group pre-test and post-test. The subject of this research was the fourth grade students of SDN 3 Bakalan Krapyak Kudus in 2016/2017 academic year consisted of 19 students. The research design used was an experimental research design with Pre-test and Post-test by using pelmanism game as the treatment. The research instruments used test. The writer used multiple choices test which consists of 20 items.

The result of this research showed that mean of pre-test is 59.5 and the standard deviation is 5.2. Meanwhile the mean of post-test is 78,2 and the standard deviation is 4.68. Based on t-test calculation the result showed t-obtain (t_o) is 21.1. With the level of significance (α) 0.05, the Degree of Freedom (df) 18, t-table (t_t) is ± 2.101 . Therefore, the writer rejected null hypothesis (H_0) and accepted alternative hypothesis (H_a) because t-obtain (t_o) falls in the critical region.

After conducting this research, the writer concludes that Pelmanism Game is effective to be applied in teaching Vocabulary to the fourth grade students os SD N 3 Bakalan Krapyak Kudus in 2016/2017 academic year.. The writer suggests that the English teacher can use this interaested strategy to make the students have long term memory in vocabulary mastery.

ABTRAKSI

'Azma, Muhammad Syaifuddin. 2017. *Pelmanism Game to Teach Vocabulary to The Fourth Grade Students of SD N 3 Bakalan Krapyak Kudus in 2016/2017 Academic Year*. Skripsi. English Education Department of Teacher Training and Education Faculty. Muria Kudus University. Advisors (i) Drs. Suprihadi, M.Pd. (ii) Atik Rokhayani, S.Pd, M.Pd

Kata Kunci: Pengajaran Kosakata dan Pelmanism permainan.

Kosakata merupakan salah satu komponen bahasa Inggris; mereka adalah langkah penting pertama dan terutama dalam akuisisi bahasa dan membantu peserta didik dalam memahami jenis teks lisan dan tulisan. Di SD N 3 Bakalan Krapyak Kudus, siswa kelas IV tampaknya tidak bunga selama proses belajar mengajar. Mereka merasa takut melakukan kesalahan. Jadi mereka hanya diam. Hal ini dibuktikan oleh penulis diasumsikan yang ditemukan skor siswa di bawah KKM. Untuk menutupi situasi Pelmanism Permainan dapat teknik alternatif dalam mengajar bahasa Inggris terutama kosa kata.

Tujuan dari penelitian ini adalah untuk menentukan apakah ada dampak yang signifikan terhadap prestasi kosakata siswa kelas IV SD N 3 Bakalan Krapyak Kudus di 2016/2017 tahun akademik sebelum dan sesudah diajar dengan menggunakan Pelmanism permainan.

Penelitian ini merupakan penelitian eksperimental yang digunakan satu kelompok pre-test dan post-test. Subjek penelitian ini adalah siswa kelas IV SDN 3 Bakalan Krapyak Kudus di 2016/2017 tahun akademik terdiri dari 19 siswa. Desain penelitian yang digunakan adalah desain penelitian eksperimental dengan Pre-test dan Post-test dengan menggunakan pelmanism permainan sebagai pengobatan. Instrumen penelitian yang digunakan uji. Penulis menggunakan beberapa tes pilihan yang terdiri dari 20 item.

Hasil penelitian ini menunjukkan bahwa rata-rata pre-test adalah 59,5 dan deviasi standar 5,2. Sementara itu rata-rata post-test adalah 78,2 dan deviasi standar 4,68. Berdasarkan perhitungan t-test hasilnya menunjukkan t-memperoleh (untuk) adalah 21,1. Dengan tingkat signifikansi (α) 0,05, dengan Derajat Kebebasan (df) 18, t-tabel (tt) adalah $\pm 2,101$. Oleh karena itu, penulis menolak hipotesis nol (H_0) dan diterima hipotesis alternatif (H_a) karena t-memperoleh (untuk) jatuh di daerah kritis.

Setelah melakukan penelitian ini, penulis menyimpulkan bahwa Pelmanism Permainan efektif untuk diterapkan dalam mengajar Kosakata untuk siswa kelas IV os SD N 3 Bakalan Krapyak Kudus di 2016/2017 tahun akademik .. Penulis menyarankan bahwa guru bahasa Inggris dapat menggunakan strategi tertarik untuk membuat siswa memiliki memori jangka panjang dalam penguasaan kosakata.

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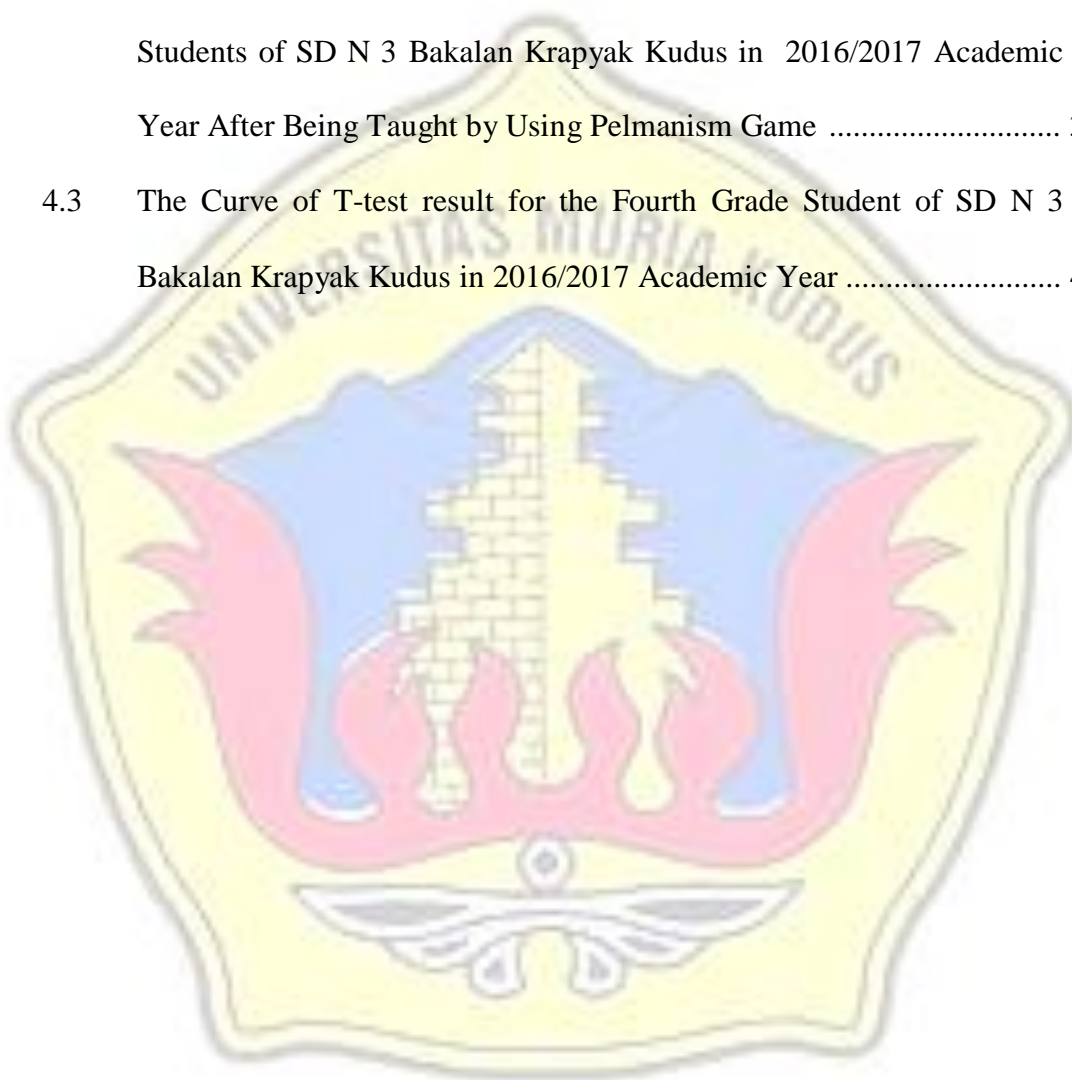


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