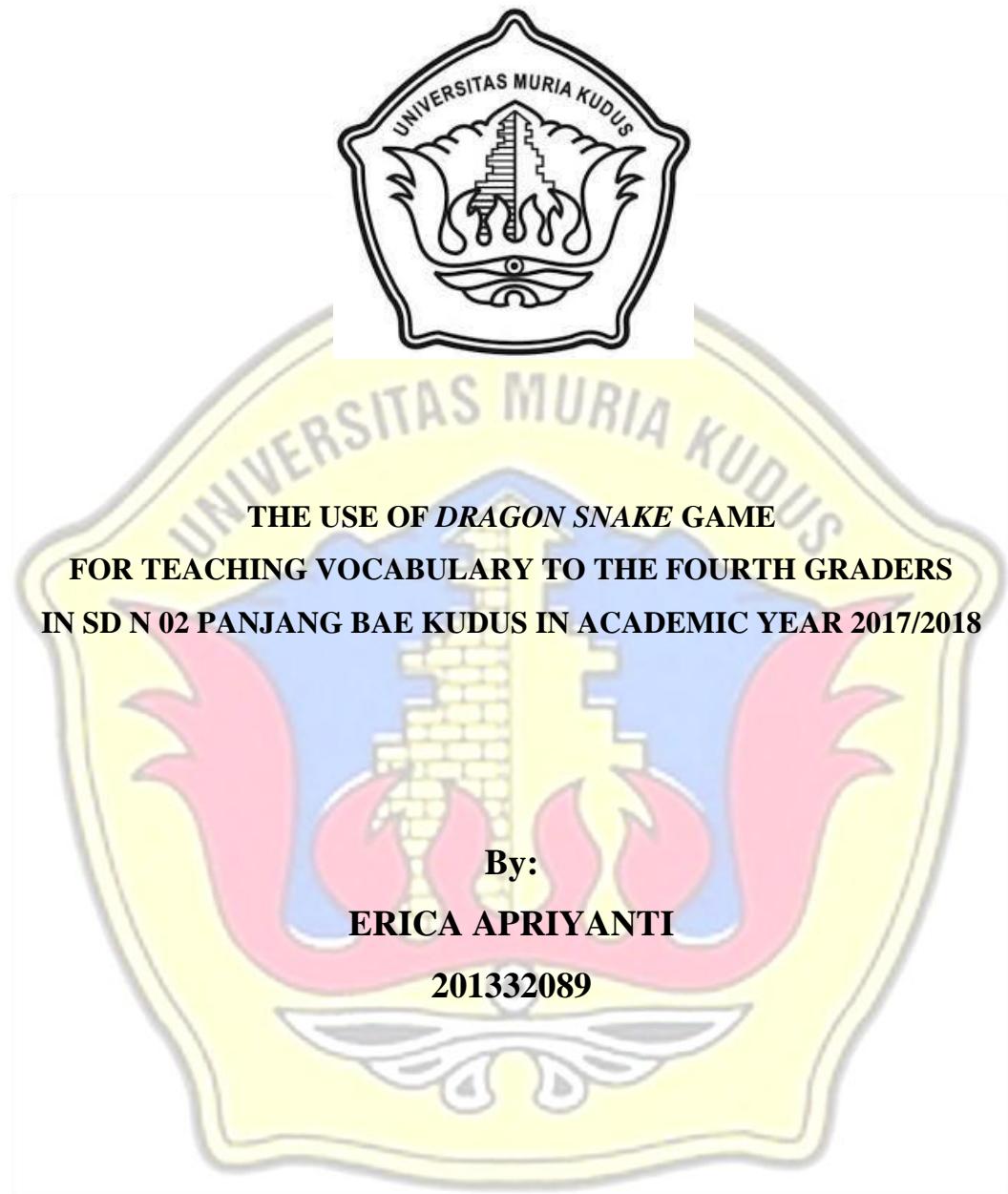


SKRIPSI



**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2018**



**THE USE OF *ULAR NAGA* GAME
FOR TEACHING VOCABULARY TO THE FOURTH GRADERS
AT SD N 02 PANJANG BAE KUDUS IN ACADEMIC YEAR 2017/2018**

Skripsi

**Presented to the Muria Kudus University
In Partial Fulment of the Requirement
For Completing the Sarjana Program
In English Education**

**By:
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201332089**

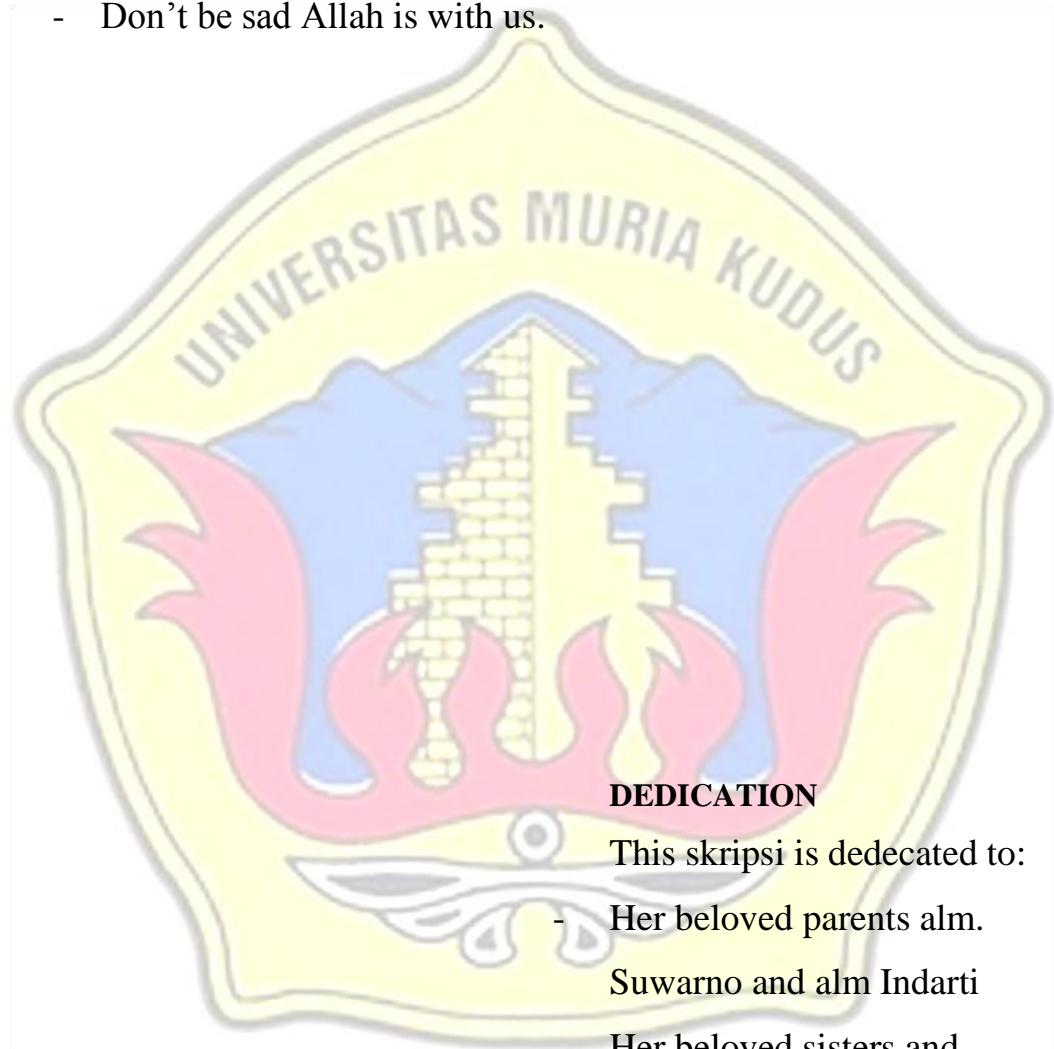


**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2018**

MOTTO AND DEDICATION

MOTTO

- Don't close the book when bad things happen in your life. Just turn the page and begin a new chapter
- Life is so much brighter when we focus on what truly matters
- Don't be sad Allah is with us.



DEDICATION

This skripsi is dedicated to:

- Her beloved parents alm.
Suwarno and alm Indarti
- Her beloved sisters and
brother
- Her beloved all of my friends
and the Bolokuworo

ADVISORS' APPROVAL

This is to certify that the Skripsi of Erica Apriyanti (201332089) has been approved by the Skripsi advisors for further approval by the Examining Committee.

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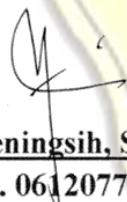
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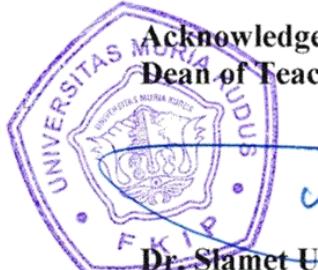

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Kudus,

January 2017

The writer

Erica Apriyanti

ABSTRACT

Apriyanti, Erica. 2017. *The use of dragon snake game in teaching english vocabulary to the fourth graders at sd n o2 panjang bae kudus in academic year 2017/2018.* Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors (1)Dra. Sri Endang Kusmaryati, M.Pd.,(2)Farid Noor Romadlon, S.Pd, M.Pd.

Key words: Vocabulary, Dragon Snake Game

Vocabulary is a set of word or phrase that have meaning of and understanding of words which consist of spoken and written forms, without vocabulary the students can not apply language well. But, in the fact the students are still confused and difficult to understand the materials taught by the English teacher, exactly memorize the English vocabulary and the students' motivation is low to study. Therefore, the writer used of *Dragon Snake* game as the technique for teaching English vocabulary. Because, it can make the students more understand and interest in learning process, the students get more experience and knowledge to learn English which can change their mindset that English is not difficult but English is fun to study.

The objective of this research is to know if there is a significant difference between the vocabulary mastery of fourth grade students at SD N 2 Panjang Bae Kudus in academic year 2017/2018 before and after taught by using *Dragon Snake*.

Design of this research is an experimental research; used one group pre-test and post-test, with 20 multiple choice items as instrument of the research. The subject of the research is the whole of fourth grade students of SD N 2 Panjang Bae Kudus in academic year 2017/2018.

The result of this research showed that the vocabulary mastery of the fourth grade students of SD N 2 Panjang Bae Kudus in academic year 2017/2018 before taught by using *dragon snake* categorized as sufficient by the mean is 67 and standard deviation is 14. Then, the vocabulary mastery of the fourth grade students of SD N 2 Panjang Bae Kudus in academic year 2017/2018 after taught by using *dragon snake* categorized as good by the mean is 73 and standard deviation is 14. From the calculating result t-observation is 9.02, while t-table is 2.201. it means that the null hypothesis is rejected and the alternative hypothesis is accepted($t_0=9.02 > t_t=2.201$)

Based on the result above, this game is an effective technique to teach English vocabulary. The writer suggested that the English teacher can apply this game to teach the students. Because this game can make the students interest and easier to understand the material, also fun in teaching learning process.

ABSTRAK

Apriyanti, Erica. 2017. Menggunakan permainan *Ular Naga* dalam mengajar kosa kata bahasa Inggris para siswa kelas 4 SD N 2 Panjang Bae Kudus Tahun ajaran 2017/2018. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors (1)Dra. Sri Endang Kusmaryati, M.Pd.,(2)Farid Noor Romadlon, S.Pd, M.Pd.

Kata Kunci : Kosakata, Permainan Ular Naga

Kosa kata adalah seperangkat kata atau frasa yang memiliki arti dan pemahaman kata-kata yang mana terdiri dari bentuk berbicara dan tulisan, tanpa kosa kata para siswa tidak dapat menggunakan bahasa dengan baik. Akan tetapi, dalam kenyataanya para siswa masih masih bingung dan sulit untuk memahami materi yang diajarkan oleh guru bahasa inggris lebih tepatnya, menghafal kosa kata bahasa inggris dan motivasi siswa untuk belajar sangat rendah. Oleh karena itu, penulis menggunakan permainan *ular naga* sebagai teknik mengajar kosa kata bahasa inggris. Karena, permainan ini dapat membuat siswa lebih memahami dan tertarik dalam proses pembelajaran, para siswa juga lebih memperoleh pengalaman dan pengetahuan untuk belajar bahasa inggris, juga merubah sikap siswa bahwa bahasa inggris tidak lah sulit akan tetapi bahasa inggris sangat menyenangkan untuk belajar.

Tujuan dari penelitian ini adalah untuk mengetahui apakah ada perbedaan yang signifikan antara pengetahuan kosa kata para siswa kelas empat SDN 2 Panjang Bae Kudus tahun ajaran 2017/2018 sebelum dan sesudah diajar menggunakan *ular naga*.

Model penelitian ini adalah sebuah penelitian eksperimen; menggunakan satu grup pre-test dan post-test dengan 20 soal pilihan ganda sebagai instrumen penelitian. Subjek dari penelitian ini adalah seluruh siswa kelas empat SDN 2 Panjang Bae Kudus tahun ajaran 2017/2018.

Hasil dari penelitian ini menunjukan bahwa penguasaan kosa kata siswa kelas empat SDN 2 Panjang Bae Kudus tahun ajaran 2017/2018 sebelum diajarkan menggunakan *ular naga* dikategorikan cukup dengan nilai rata-rata adalah 67 dan standard deviasi adalah 14. Kemudian, penguasaan kosa kata siswa kelas empat SDN 2 Panjang Bae Kudus tahun ajaran 2017/2018 sesudah diajarkan menggunakan *ular naga* dikategorikan baik dengan nilai rata-rata adalah 73 dan standard deviasi adalah 14. Hasil dari penghitungan t-observasi adalah 9,02, sedangkan t-table adalah 1.796. Ini berarti bahwa hipotesis nol ditolak dan hipotesis alternative diterima($t_0=9,02 > t_t=1.796$).

Berdasarkan data diatas, pemainan ini adalah sebuah teknik yang efektif untuk mengajar kosa kata bahasa inggris. Penulis menyarankan bahwa guru bisa mengaplikasikan teknik ini untuk mengajar para siswa. Karena permainan ini bisa

membuat siswa tertarik dan lebih mudah untuk memahami materi, juga menyenangkan dalam proses belajar mengajar.



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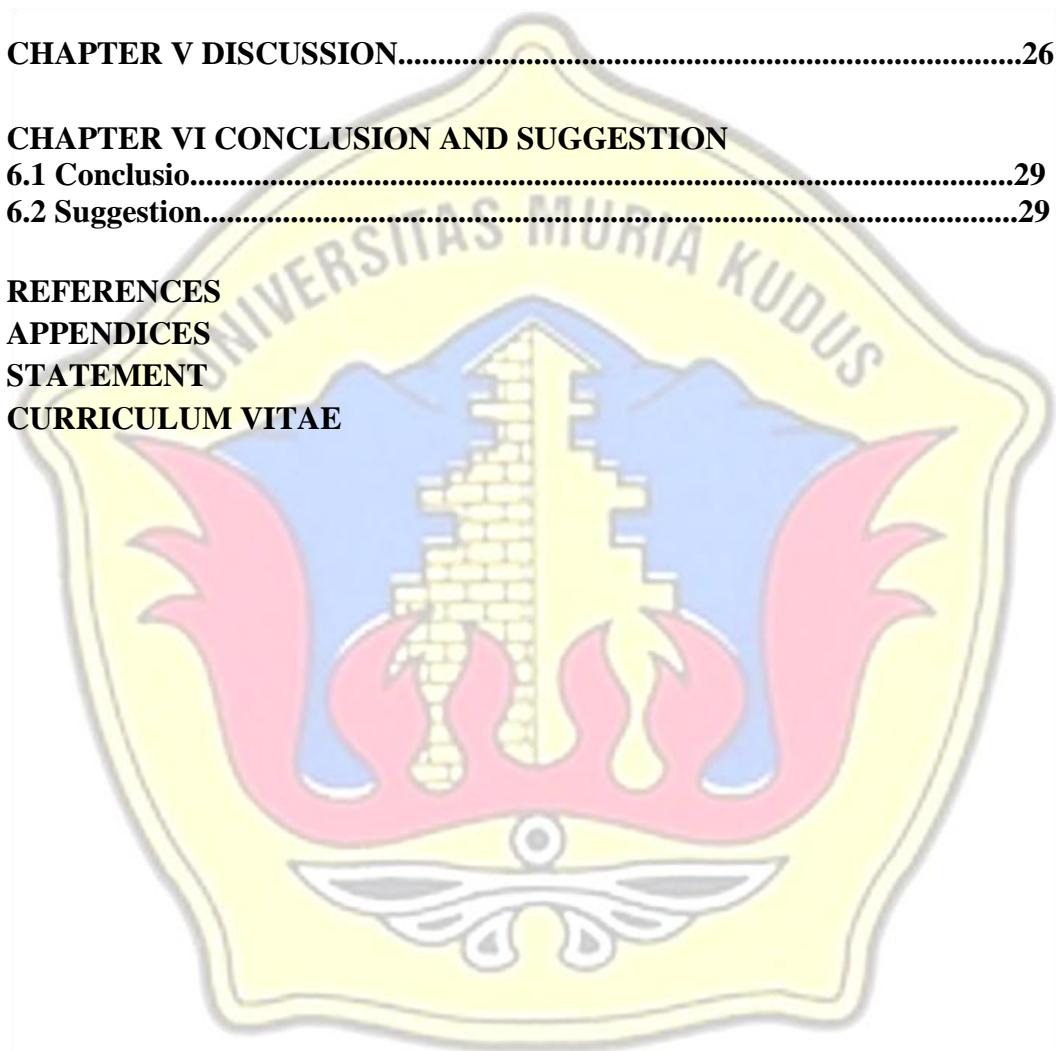
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