

SKRIPSI



**IMPROVING THE STUDENTS' VOCABULARY MASTERY
BY USING CUBLAK-CUBLAK SUWENG GAME**

(A Classroom Action Research in SD N Ngemplik Wetan 1 Karanganyar demak)

By:

**SYNTIA ANJELINA
NIM 201432009**

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

2018



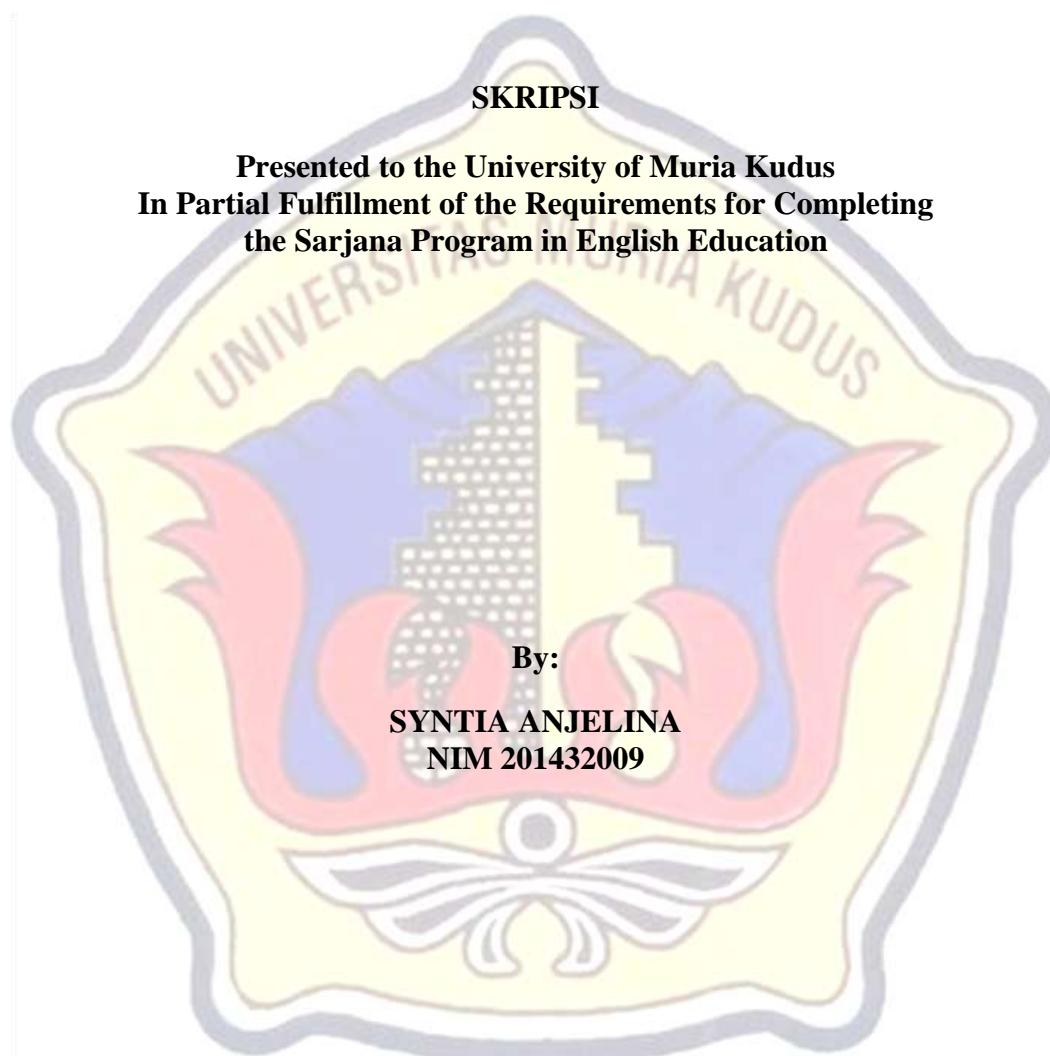
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**Presented to the University of Muria Kudus
In Partial Fulfillment of the Requirements for Completing
the Sarjana Program in English Education**

By:

**SYNTIA ANJELINA
NIM 201432009**



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

MOTTO AND DEDICATION

MOTTO

- Never give up to achieve our goals
- Do your best at any moment that you have



This skripsi is dedicated to:

- Her beloved parents' (Mr. Dwi Joko Saputro and Mrs. Suwarni)
- Her beloved grandmother (Mrs. Safaah)
- Her beloved aunt (Mrs. Tri Puji Rahayu , S.Pd)
- Her beloved friends in A class of English Education Department at Muria Kudus University
- Her beloved future (Hasan Sanzali)

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Syntia Anjelina (NIM 201432009) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

Kudus, 10th August 2018

Advisor I



Dra. Sri Endang Kusmaryati, M.Pd

NIDN. 0631036102

Kudus, 10th August 2018

Advisor II



Farid Noor Romadlon, S.Pd, M.Pd.

NIDN. 0602078301

Acknowledged by

English Education Department

Head of Department,



Nuraeningsih, S.Pd, M.Pd.

NIDN. 0612077901

EXAMINERS' APPROVAL

This is to certify that the Skripsi of Syntia Anjelina (NIM 201432009) has been approved by the Examining Committee as a requirement for the Sarjana Degree in English Education.

Kudus, September 1st 2018

Skripsi Examining Committee



Dra. Sri Endang Kusmaryati, M.Pd

, Chairperson

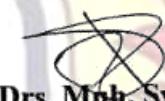
NIDN. 0631036102



Farid Noor Romadlon, S.Pd, M.Pd

, Member

NIDN. 0602078301



Drs. Muh. Syafei, M.Pd

, Member

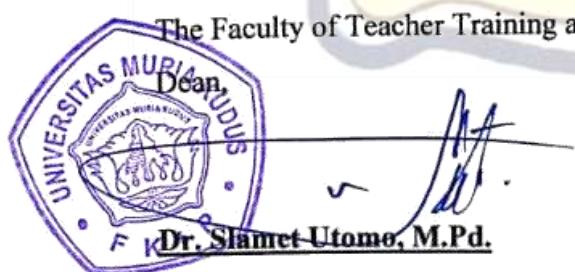
NIDN. 0013046201



Diah Kurniati, S.Pd, M.Pd

, Member

NIDN. 0601017501



Dr. Slamet Utomo, M.Pd.

NIDN. 0019126201

ACKNOWLEDGMENT

Alamdulillahirabbil'alamin, thanks to Allah SWT the almighty that blesses the researcher with safety and health in finishing her research entitled “Improving The Students’ Vocabulary Mastery by Using *Cublak-Cublak Suweng* Game (A Classroom Action Research in SD N Ngemplik Wetan 1 Karanganyar Demak)”.

The researcher realizes that this “Skripsi” would not finish without help of some people, suggestion, advice and support. She, would like to deliver her gratitude to:

1. Dr. Slamet Utomo, M.Pd as the Dean of Teacher Training and Education Faculty of Muria Kudus University.
2. Nuraeningsih, S.Pd., M.Pd. as the Head of English Education Department.
3. Dra. Sri Endang Kusmaryati, M.Pd as the first advisor who has patient to help and gave suggested in finishing her research.
4. Farid Noor Romadlon, S.Pd., M.Pd as the second advisor who already gives advice, suggestion in writing her research.
5. Kartini, S.Pd, the Headmaster of SD N Ngemplik Wetan 1 Karanganyar Demak who has given a chance and permission to her to do this research.
6. Zulia Nita Solikhah, S.Pd, the English teacher of SD N Ngemplik Wetan 1 Karanganyar Demak who has given a chance and guidance to do this research.
7. All of the students of the fifth graders of SD N Ngemplik Wetan 1 Karanganyar Demak in academic year 2017/2018 for the participation.
8. Her beloved friends in A class of English Education Department who always help and support during her study at Muria Kudus University. Thanks a lot

Finally, the researcher hopes that this skripsi is far from being perfect. So, the researcher is really pleasure for her to receive criticism and suggestion to useful for those, especially who are studying of Education.

Kudus, July 2018

Syntia Anjelina

ABSTRACT

Anjelina, Syntia. 2018. *Improving The Students' Vocabulary Mastery by Using Cublak-Cublak Suweng game (A Classroom Action Research in SD N Ngemplik Wetan 1 Karanganyar Demak)*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor. (1) Dra. Sri Endang Kusmaryati, M.Pd., (2) Farid Noor Romadlon S.Pd, M.Pd.

Keywords: Vocabulary, *Cublak-Cublak Suweng* Game, Classroom Action Research

Vocabulary is one key to improve the English achievement. In elementary schools, the students need something fun and easy to access the vocabulary such as in the classroom activity. It can make the students enjoy and understand the materials in learning process. But, the situation above has not been found in the fifth graders of SD N Ngemplik Wetan 1 Karanganyar Demak in the academic year 2017/2018. The problems in learning vocabulary, students have difficulty in mastering the vocabularies and also have less motivation to study English. Students felt bored and was difficult to remember the new vocabulary because the students are not interested in the way that the teacher used to explain the materials in teaching and learning process. So, to solve the problem, the researcher collaborate with the teacher to use traditional game *Cublak-Cublak Suweng* game as technique of teaching.

The purpose of this research is to describe the implementation of *Cublak-Cublak Suweng* game in Teaching Vocabulary to the fifth graders of SD N Ngemplik Wetan 1 Karanganyar Demak in the academic year 2017/2018 and also to improve English Vocabulary Mastery by using *Cublak-Cublak Suweng* game to the fifth graders of SD N Ngemplik Wetan 1 Karanganyar Demak in the academic year 2017/2018.

The research design is Classroom Action Research, the research was conducted in SD N Ngemplik Wetan 1 Karanganyar Demak in the academic year 2017/2018. The subject of the research was 23 students of the fifth graders. Instrument of the research were observation and achievement test.

The result of the research showed that, in cycle 1 the teacher used Indonesian than English to deliver the material and asked the students. The students did not pay attention to the teacher explanation and a few students did not do some instructions from the teacher. The students were difficult and afraid to answer the teacher questions. While, in the cycle 2 it was better than the first cycle. The students felt fun and enjoyed in learning process. The teacher used English were and the students gave good response. The students more paid attention to the teacher, they were not afraid to answer the teacher questions. The implementation of *Cublak-Cublak Suweng* game was succeeded. It could be seen from the average score of students vocabulary in cycle 1 was 61% and cycle 2 was 87%. From the result, *Cublak-Cublak Suweng* game can improve the students' vocabulary mastery.

The researcher suggests that the English teacher should use *Cublak-Cublak Suweng* game as a technique to improve the students' vocabulary mastery.

ABSTRAK

Anjelina, Syntia. 2018. *Meningkatkan Penguasaan Kosakata Bahasa Inggris Siswa dengan Menggunakan Permainan Cublak-Cublak Suweng game (Penelitian Tindakan Kelas di SD N Ngemplik Wetan 1 Karanganyar Demak)*. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan. Universitas Muria Kudus. Pembimbing (1) Dra. Sri Endang Kusmaryati, M.Pd, (2) Farid Noor Romadlon S.Pd, M.Pd.

Kata Kunci: Kosakata, Permainan *Cublak-Cublak Suweng*. Penelitian Tindakan Kelas

Kosakata adalah salah satu kunci untuk meningkatkan kemampuan dalam Bahasa Inggris. Di sekolah dasar, siswa membutuhkan sesuatu yang menyenangkan dan mudah untuk memperlancar kosakata seperti dalam aktivitas di dalam kelas. Hal tersebut dapat membuat siswa mudah memahami materi di dalam proses pembelajaran. Situasi tersebut tidak terdapat pada siswa kelas 5 SD N Ngemplik Wetan 1 Karanganyar Demak tahun ajaran 2017/2018. Siswa kesulitan dalam menguasai kosakata dan kurang motivasi untuk belajar bahasa Inggris. Siswa merasa bosan dan sulit mengingat kosakata baru karena siswa tidak tertarik dengan cara yang digunakan guru untuk menjelaskan materi dalam proses belajar mengajar. Jadi, untuk memecahkan permasalahan tersebut, peneliti akan berkolaborasi dengan guru untuk menggunakan permainan tradisional yaitu *Cublak-Cublak Suweng* sebagai teknik pembelajaran.

Tujuan dari penelitian ini adalah untuk mendeskripsikan gambaran penggunaan permainan *Cublak-Cublak Suweng* di dalam pengajaran kosakata siswa kelas 5 SD N Ngemplik Wetan 1 Karanganyar Demak tahun ajaran 2017/2018 dan juga untuk mengetahui hasil dari penguasaan kosakata siswa menggunakan permainan *Cublak-Cublak Suweng* kelas 5 di SD N Ngemplik Wetan 1 Karanganyar Demak tahun ajaran 2017/2018.

Desain dari penelitian ini adalah penelitian tindakan kelas, penelitian dilaksanakan di SD N Ngemplik Wetan 1 Karanganyar Demak tahun ajaran 2017/2018. Subjek penelitian adalah kelas 5 yang berjumlah 23 siswa. Penelitian ini menggunakan instrumen observasi dan tes.

Hasil penelitian pada siklus 1 menunjukkan bahwa guru lebih menggunakan Bahasa Indonesia daripada Bahasa Inggris. Guru tidak melaksanakan perintah dari guru. Jadi, siswa kesulitan dan takut untuk menjawab pertanyaan dari guru. Sedangkan di siklus 2, guru lebih baik daripada siklus 1 siswa merasa senang. Guru lebih menggunakan Bahasa Inggris dan siswa memberikan respon dengan baik, siswa lebih memperhatikan guru dan berani menjawab pertanyaan dari guru. Dari hasil tersebut dapat disimpulkan bahwa implementasi permainan *Cublak-Cublak Suweng* berhasil. Nilai rata-rata pencapaian kosakata siswa pada siklus 1 adalah 61% dan pada siklus 2 adalah 87%. Berdasarkan hasil tersebut permainan *Cublak-Cublak Suweng* berhasil meningkatkan penguasaan kosakata siswa.

Berdasarkan hasil penelitian, peneliti menyarankan guru bahasa Inggris untuk menggunakan permainan *Cublak-Cublak Suweng* sebagai teknik untuk meningkatkan penguasaan kosakata siswa.

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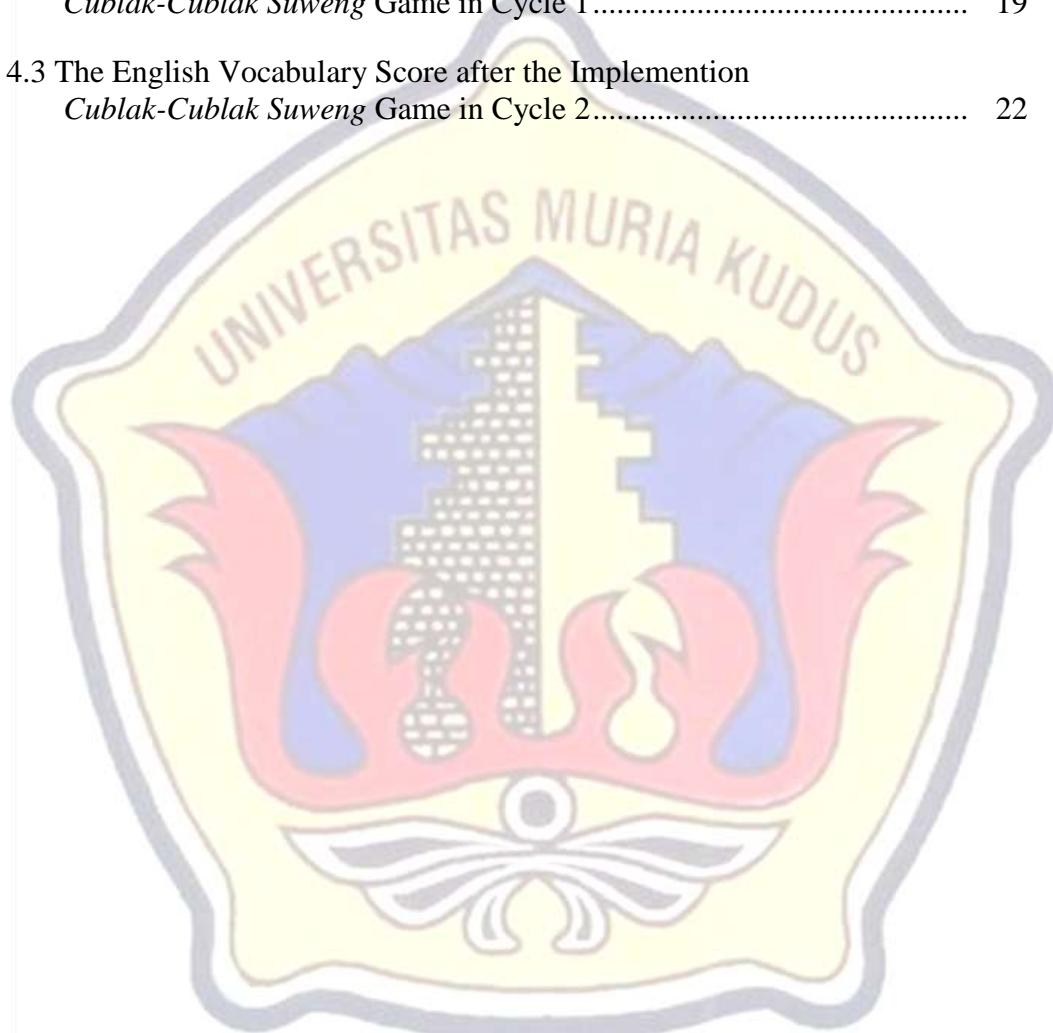
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