

SKRIPSI



**THE STUDENTS' VOCABULARY MASTERY
OF MI ROUDLOTUSYSYUBBAN IN
ACADEMIC YEAR 2017/2018
TAUGHT BY USING HANGMAN GAME**

By

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

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**Presented to Muria Kudus University in Partial Fulfillment of the
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MOTTO AND DEDICATION

MOTTO:

- Always say BASMALAH before doing something.
- ALLAH is the best planner for our life.
- Always say HAMDALAH for everything that ALLAH gave.
- Do the best if you want to be the best.



This skripsi is dedicated to:

- ❖ The researcher's parent (Mr. Suparman and Mrs. Winarsih)
- ❖ The researcher's sister (Maulidia Rahmah)
- ❖ The researcher close friend (Totok Prasetyo)
- ❖ The all people who always supported and helped her to finishing the skripsi

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Lia Apriliana (NIM 201432101) has been approved by the *Skripsi* advisors for further approval by the Examining Committee.

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7. All of the fifth grade students of MI Roudlotusysyubban Winong Pati in academic year 2017/2018 who always give the best participation and help the researcher to get the data of this research.
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In the end, the researcher hopes that the skripsi beneficial for the reader. The researcher gives their suggestion about this skripsi.

Kudus, Agustus 2018

The Researcher



ABSTRACT

Apriliana, Lia. 2018. "The Students' Vocabulary Mastery of MI Roudlotusysyubban in Academic Year 2017/2018 Taught by Using Hangman Game". Skripsi English Education Department Teacher Training and Education Faculty Muria Kudus University. Advisor: (1) Atik Rokhayani, S.Pd, M.Pd (2) Mutohhar, S.Pd, M.Pd

Teaching English to young learners is different from adult learners, as they have many unique characteristics to be aware of those around them. They are very active and imaginative. In formal school, elementary school is the first stage that must be passed by children. Teaching English in elementary school is not easy, students are easy to get bored and lose their interest quickly. Researcher finds that the teacher only used the students' worksheet as the reference from "LEMBAR KERJA SISWA (LKS)", there are no media that used in teaching learning process. Based on the reason above, the researcher applies Hangman game in teaching students' vocabulary mastery. The purpose of this game is to makes student easier to memorize and spell of the word.

In this research, the researcher used experimental research design without control group or it is called quasi experimental research. The researcher uses cluster random sampling in determining the population and the sample. The researcher determines the population is the fifth grade students of MI Roudlotusysyubban Winong Pati in academic year 2017/2018 and class V A is sample of this research.

The researcher got the data from the written test of the students. In pre-test, the mean is 60.95 and SD is 1.93. In post-test the mean is 75 and SD is 1.07. For hypothesis testing got $t = 31.81$ and the t (critical) 2.024. Researcher can be concluded that in the fifth grade students of MI Roudlotusysyubban in academic year 2017/2018.

Therefore, the researcher concluded that Hangman Game is the effective technique to teach students' vocabulary mastery of fifth grade students of MI Roudlotusysyubban Winong Pati.

The researcher give suggestions to the English teacher, to use Hangman game as teaching technique to teach students' vocabulary mastery since it offers more advantages to the students in vocabulary. They also use Hangman game, because the Hangman game is very simple technique to teach vocabulary. It doesn't need many tools.

Keywords: Vocabulary Mastery, and Hangman game.

ABSTRAKSI

Apriliana, Lia. 2018. "PenguasaanKosakataSiswa MI Roudlotusysyubban di TahunAkademik 2017/2018 Diajar dengan Menggunakan Permainan Hangman". Skripsi Jurusan Pendidikan BahasaInggris Fakultas Keguruan dan Ilmu Pendidikan Universitas Muria Kudus. Penasihat: (1) Atik Rokhayani, S.Pd, M.Pd (2) Mutohhar, S.Pd, M.Pd

Mengajar bahasa inggris kepada pelajar muda berbeda dengan pelajar dewasa, karena mereka memiliki banyak karakteristik unik yang tidak di sadari oleh orang-orang disekitarnya. Mereka sangat aktif dan imajinatif. Di sekolah formal, sekolah dasar adalah tahapan pertama yang harus di lalui oleh anak-anak. Mengajar bahasa inggris di sekolah dasar tidak mudah, karena siswa mudah bosan dan mudah kehilangan minat belajar mereka dengan cepat. Peneliti menemukan bahwa guru hanya menggunakan lembar kerja siswa sebagai referensi dari lembar kerja siswa, tidak ada media yang digunakan dalam proses belajar mengajar. Berdasarkan alas an diatas, peneliti menerapkan permainan Hangman dalam mengajar penguasaan kosakata siswa. Tujuan dari permainan ini adalah untuk membuat siswa lebih mudah menghafal dan mengeja kata.

Dalam penelitian ini, peneliti menggunakan desain penelitian eksperimental tanpa kontrol kelompok atau disebut *quasi experimental research*. Peneliti menggunakan *cluster random sampling* dalam menentukan populasi dan sampel. Peneliti menentukan populasi adalah siswa kelas lima MI Roudlotusysyubban Winong Pati pada tahun ajaran 2017/2018 dan kelas V A merupakan sampel penelitian ini.

Peneliti mendapatkan data dari tes tertulis siswa. Dalam pre-tes, mean adalah 60.95 dan SD adalah 1.93. dalam pos-test, mean adalah 75 dan SD 1.07. untuk pengujian hipotesis didapatkan $t_0 = 31.81$ dan t (critical) 2.024. peneliti dapat menyimpulkan bahwa pada siswa kelas lima MI Roudlotusysyubban di tahun akademik 2017/2018.

Oleh karena itu, peneliti menyimpulkan bahwa permainan Hangman adalah teknik yang efektif untuk mengajarkan penguasaan kosa kata siswa dari siswa kelas lima MI Roudlotusysyubban Winong Pati

Peneliti memberikan saran kepada guru bahasa Inggris, untuk menggunakan permainan Hangman sebagai teknik pembelajaran penguasaan kosa kata siswa member keuntungan untuk siswa dalam belajar kosa kata. mereka juga menggunakan permainan Hangman game, karena permainan Hangman adalah teknik pembelajaran yang sangat sederhana dan tidak banyak menggunakan alat.

Kata kunci: Penguasaan kosa kata, dan Permainan Hangman.

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