THE EFFECTIVENESSS USING PICTIONARY GAME TOWARD STUDENTS VOCABULARY MASTERY

SKRIPSI

Submitted as partial Fulfill of Requirement to Get Undergraduate (S1) Degree of English Education Study Program Faculty Of Teacher Training And Education.

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MOTTO

لَا يُكَلِّفُ ٱللَّهُ نَفْسًا إِلَّاوُسْعَهَا

La yukallifullaha nafsan illa wus'aha

"Allah tidak akan menguji hambanya diluar batas kemampuannya ".

Qs. Al Baqarah ayat 286

The writer

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ACKNOWLEDGEMENT

All praise be to Allah subhanahu wa ta'ala, the Lord of the worlds, who has bestowed the blessings and gifts. For the grace, Alhamdulillah, the authorhas been given the favor of convenience and smoothness so that the writer can finish this thesis. For the grace of Allah , the author finally able to complete the thesis entiteld " THE EFFECTIVENESS USING PICTIONARY GAME TOWARD STUDENTS VOCABULARY MASTERY". The researcher also realized that without the other people's help, it's impossible to finish this script. In this opportunity the researcher would like to express her great appreciation to:

1. K. M. Jauharul Ma'arif. M.Pd.I as a rector of UNUGIRI BOJONEGORO
2. Astrid Chandra Sari, M.Pd as a Dean of Faculty Of Teacher Training and Science Education.
3. Moh. Zaenudin, M.Pd and Khoirul Wafa, M.Pd as my thesis advisor. This special thanks to your kindness and patience in guiding and encouraging me to do my thesis.
4. All my lecture of English Teacher Education Departemen who have guide me in my study.
5. My family for always love, care, and prayers for me.
6. Thank you to My husband who always support me even in difficult situations and help me to finish this thesis.
7. Thank you for myself who has fought until today. Thank you for never giving up even though almost give up.

Finally the researcher hopes that this script will be useful for all readers. The writer do realized that this script hasn't been perfect. Therefore, the researcher wishes for the correctness, criticism, and suggestion for this script.

ORIGINALITY THESIS STATEMENT

I who signed below stated that the thesis, which is entiteld " THE EFFECTIVENESS USING PICTIONARY GAME TOWARD STUDENTS VOCABULARY MASTERY " is originally and trully my own work.

As certain parts of the thesis which I quoted from the work of other people, I have writing the source clearly in accordance with the norms, rules, rules, and etgics of scientific writting.

If I later found that some parts of the thesis are not my own work or indicated any element of plagiarism, I willing to accept the consequences in accordance with rules and regulation prevails.

Therefore in writing this originality thesis statement, I am in good health and mind.

Bojonegoro, 11 August 2023

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ABSTRACT

Mufarida,Nurul.2023.*The Effectiveness Using Pictionary GameToward Students vocabulary Mastery.* Thesis, English Language Education, Faculty of Teacher Training and Education, University of Nahdlatul Ulama Sunan Giri Bojonegoro. Moh. Zainuddin,M.Pd as advisor I and Khoirul Wafa,M.Pd as advisor II.

The purpose of this research is to know whether the use of Pictionary game effectives on students vocabulary mastery of class IV students at SDN Gajah 2 who found it difficult to mastering vocabulary and have a low score in vocabulary learning. The grand theory of the research is based on the Game as an Education Theory by Harmer and Lely. The technique used in this research is Pictionary game. In this research, Researcher used a one-group pretest-posttest experimental research design that was conducted in 4 meetings. In this research, Researcher use research instrument in the form of observation and test (pretest and posttest) to collect data with count of participant is 14 students. Based on the finding of this research demonstrate that Pictionary game is effective on students vocabulary mastery, this is proven because the results of observation showed that the teacher has implemented the vocabulary learning process using the Pictionary game well and as long as students were given this treatment students showed positive responses and students abilities progressed well in each meeting. Meanwhile the results of test show that there is a difference in score between the pretest and posttest results. The results of this test, then are tested using the paired sample t-test and show that the alternative hypothesis (Ha) was accepted because the T-count > T table which 2.810 > 2.160 with significance effect 0.05 means that the Pictionary game is effective toward students vocabulary masteryof SDN Gajah 2 students.

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Keywords : Pictionary game, students vocab, vocabulary,vocabulary mastery.

ABSTRAK

Mufarida, Nurul. 2023. *The Effectiveness Using Pictionary Game Toward Students Vocabulary Mastery.* Skripsi, Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Nahdlatul Ulama Sunan Giri Bojonegoro. Moh. Zainuddin, M.Pd sebagai pembimbing I dan Khoirul Wafa, M.Pd.. sebagai pembimbing II.

Tujuan dari penelitian ini adalah untuk mengetahui apakah penggunaan permainan Pictionary efektif terhadap penguasaan kosakata siswa kelas IV SDN Gajah 2 yang mengalami kesulitan menguasai kosakata dan mempunyai nilai yang rendah dalam pemebelajaran kosakata. Grand teori penelitian ini didasarkan pada teori permainan sebagai edukasi karya Harmer dan Lely. Teknik yang digunakan dalam penelitian ini adalah permainan Pictionary. Dalam penelitian ini peneliti menggunakan desain penelitian eksperiment one grup pretest posttest yang dilakukan dalam 4 kali pertemuan. Dalam penelitian ini peneliti menggunakan instrument penelitian berupa observasi dan tes (pretest & posttest) untuk mengumpulkan data dengan jumlah 14 siswa. Berdasarkan temuan penelitian ini menunjukkan bahwa permainan Pictionary efektif terhadap penguasaan kosakata siswa, hal ini dibuktikan karena hasil observasi menunjukkan bahwa guru telah melaksanakan proses pembelajaran kosakata menggunakan permainan Pictionary dengan baik, dan selama siswa diberikan perlakuan tersebut siswa menunjukkan respon yang positif dan kemampuan siswa berkembang di setiap pertemuan. Sedangkan hasil tes menunjukkan terdapat perbedaan skor/nilai antara hasil pretes dengan hasil postes. Hasil pengujian tersebut kemudian diuji dengan menggunakan uji Paired sample t-test (uji beda t berpasangan) dan menunjukkan bahwa hipotesis alternatif (Ha) diterima karena nilai T-hitung > T table yaitu 2,810 > 2.160 dengan pengaruh signifikansi 0.05 yang berarti permainan Pictionary efektif terhadap penguasaan kosakata siswa SDN Gajah 2.

Kata Kunci : Permainan Pictionary, kosakata, penguasaan kosakata siswa.

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