

**IMPROVING STUDENTS' ENGLISH VOCABULARY  
BY USING PICTURE GAME  
OF THE FIFTH GRADE OF SDN BANYAKAN KEDIRI**

**THESIS**

**Presented to  
State College for Islamic Studies  
In Partial Fulfillment of the Requirements  
For the Degree of Sarjana in English Language Education**



**By :**

**NAILUL FITRIYAH**

**NIM : 93222 122 09**

**ENGLISH DEPARTMENT  
FACULTY OF EDUCATION  
STATE COLLEGE FOR ISLAMIC STUDIES  
( STAIN ) KEDIRI  
2013**

## ABSTRACT

FITRIYAH, NAILUL. 2013. *Improving Students' English Vocabulary by Using Picture Game of the Fifth Grade of SDN Banyakan Kediri*. English Department, Faculty of Education, State College for Islamic Studies (STAIN) Kediri. Advisors: 1) Nur Akhlis, M. Pd, 2) Muhammad Muhyidin, M. Pd.

Key words: Improving student' vocabulary, Young Learner, Picture Game

Vocabulary is one of the most essential aspects in learning English. The four English skills usually relate to the mastery of vocabulary. So, it has important role in developing language skill. The teacher has to be creative in teaching English especially in vocabulary. It makes the students enjoyable in teaching learning process. From this case, the researcher tries to find out the appropriate teaching strategy to improve the students' achievement especially vocabulary. The researcher uses the picture game to improve students' vocabulary.

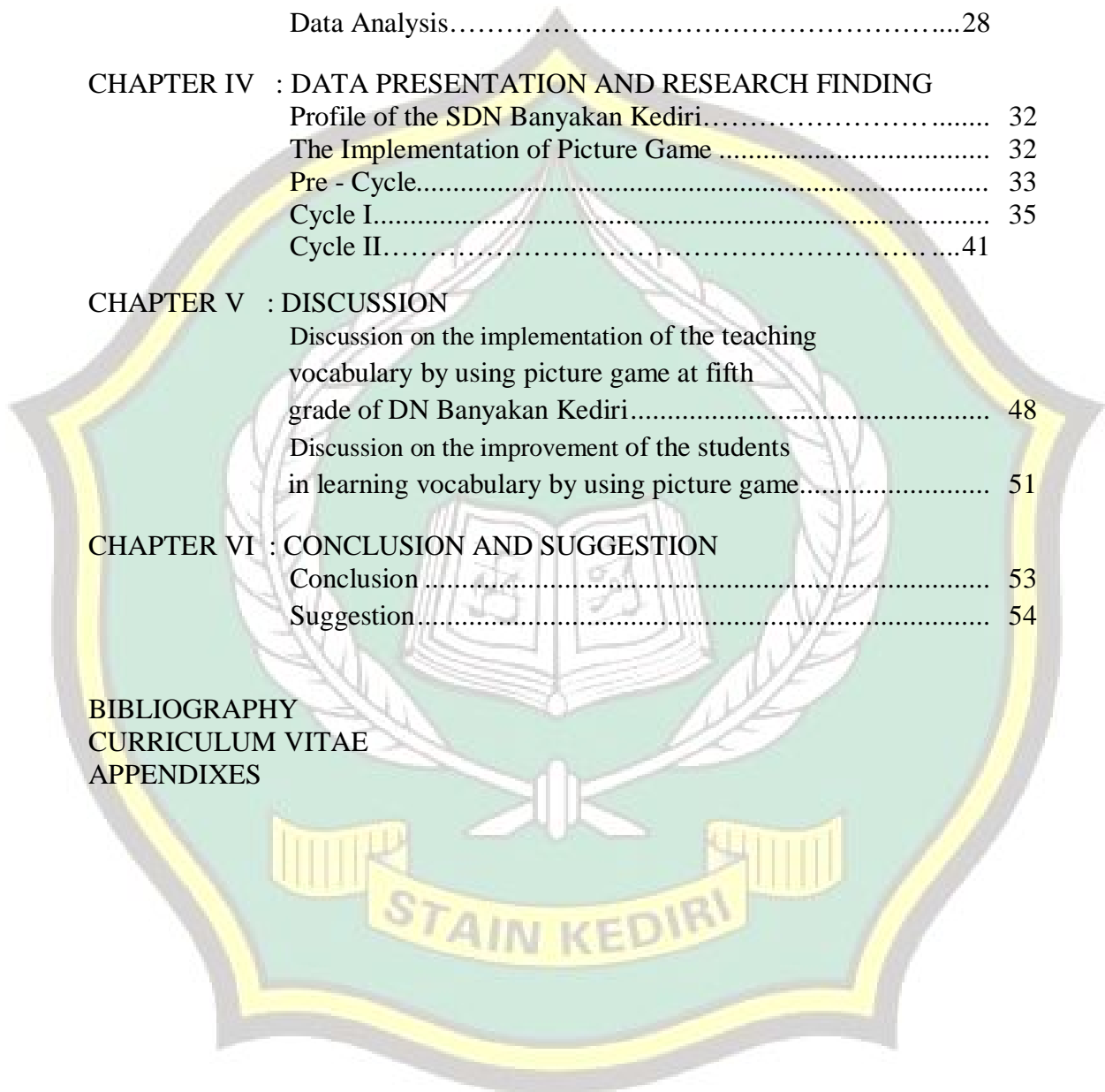
The subjects of this study are the students of SDN Banyakan Kediri especially students of the fifth grade. There are 24 students. The research design that is used in this study is classroom action research (CAR). The classroom action research implements picture game. In collecting the data, the researcher uses test, observation, and interview. For the data analysis, the researcher uses criteria of success as follows; 1) 70% of students get score  $\geq 75$ . The average score is 75. In this research, there are two cycles. Each cycle consists of three meetings.

The result of analysis, the researcher knows that the students' achievement in learning English getting improvement from cycle I to cycle II. In cycle I, the students get score 75 is 58,3% with average 68,6. And in the cycle II is 82,6% with average 79,78. Based on the result of analysis, the researcher concludes that picture game can improve students' vocabulary of fifth grade of SDN Banyakan Kediri very good. The technique can give positive effect to the students' motivation in learning English especially vocabulary.

## TABLE OF CONTENTS

TITLE.....	i
APPROVAL PAGE.....	ii
RETIFICATION SHEET.....	iii
NOTA KONSULTAN.....	iv
NOTA BIMBINGAN.....	v
MOTTO.....	vi
DEDICATION.....	vii
ACKNOWLEDGEMENT.....	viii
ABSTRACT.....	ix
TABLE OF CONTENTS.....	x
LIST OF TABLES.....	xii
LIST OF APPENDIXES.....	xiii
<b>CHAPTER I : INTRODUCTION</b>	
The Background of the Study.....	1
The Problems of the Problems.....	3
The Objective of the Study.....	4
The Significance of the Study.....	4
The Scope and Limitation of the Study.....	5
The Definition of the Key Terms.....	5
<b>CHAPTER II : REVIEW OR RELATED LITERATURE</b>	
Definition of Vocabulary.....	7
Teaching Vocabulary.....	8
Component of Teaching Vocabulary.....	9
Technique of Teaching Vocabulary.....	10
Difficulties of Teaching Vocabulary.....	11
Patterns of Teaching Vocabulary.....	12
Characteristics of Young Learner.....	13
Characteristic of students elementary school.....	14
The purpose of learning for students elementary school.....	15
Game by Using Picture.....	15
Definition of Game.....	15
Characteristic of Game.....	16
Picture Game.....	17
The Procedure of Picture Game.....	17
<b>CHAPTER III : RESEARCH METHOD</b>	
Research Design.....	20
Research Setting and Subject.....	23
Action Research Procedure.....	23
Preliminary study.....	23
Planning the action.....	24

Implementing the action.....	25
Observing the action.....	25
Reflecting the action.....	26
Data Collection.....	26
Instrument and Data Analysis .....	27
Research Instruments.....	27
Data Analysis.....	28
<b>CHAPTER IV : DATA PRESENTATION AND RESEARCH FINDING</b>	
Profile of the SDN Banyakan Kediri.....	32
The Implementation of Picture Game .....	32
Pre - Cycle.....	33
Cycle I.....	35
Cycle II.....	41
<b>CHAPTER V : DISCUSSION</b>	
Discussion on the implementation of the teaching vocabulary by using picture game at fifth grade of DN Banyakan Kediri.....	48
Discussion on the improvement of the students in learning vocabulary by using picture game.....	51
<b>CHAPTER VI : CONCLUSION AND SUGGESTION</b>	
Conclusion .....	53
Suggestion.....	54
<b>BIBLIOGRAPHY</b>	
<b>CURRICULUM VITAE</b>	
<b>APPENDIXES</b>	



## TABLE OF CONTENTS

TITLE.....	i
APPROVAL PAGE.....	ii
RETIFICATION SHEET.....	iii
NOTA KONSULTAN.....	iv
NOTA BIMBINGAN.....	v
MOTTO.....	vi
DEDICATION.....	vii
ACKNOWLEDGEMENT.....	viii
ABSTRACT.....	ix
TABLE OF CONTENTS.....	x
LIST OF TABLES.....	xii
LIST OF APPENDIXES.....	xiii
<b>CHAPTER I : INTRODUCTION</b>	
The Background of the Study.....	1
The Problems of the Problems.....	3
The Objective of the Study.....	4
The Significance of the Study.....	4
The Scope and Limitation of the Study.....	5
The Definition of the Key Terms.....	5
<b>CHAPTER II : REVIEW OR RELATED LITERATURE</b>	
Definition of Vocabulary.....	7
Teaching Vocabulary.....	8
Component of Teaching Vocabulary.....	9
Technique of Teaching Vocabulary.....	10
Difficulties of Teaching Vocabulary.....	11
Patterns of Teaching Vocabulary.....	12
Characteristics of Young Learner.....	13
Characteristic of students elementary school.....	14
The purpose of learning for students elementary school.....	15
Game by Using Picture.....	15
Definition of Game.....	15
Characteristic of Game.....	16
Picture Game.....	17
The Procedure of Picture Game.....	17
<b>CHAPTER III : RESEARCH METHOD</b>	
Research Design.....	20
Research Setting and Subject.....	23
Action Research Procedure.....	23
Preliminary study.....	23

Planning the action.....	24
Implementing the action.....	25
Observing the action.....	25
Reflecting the action.....	26
Data Collection.....	26
Instrument and Data Analysis .....	27
Research Instruments.....	27
Data Analysis.....	28
<b>CHAPTER IV : DATA PRESENTATION AND RESEARCH FINDING</b>	
Profile of the SDN Banyakan Kediri.....	32
The Implementation of Picture Game .....	32
Pre - Cycle.....	33
Cycle I.....	35
Cycle II.....	41
<b>CHAPTER V : DISCUSSION</b>	
Discussion on the implementation of the teaching vocabulary by using picture game at fifth grade of DN Banyakan Kediri.....	48
Discussion on the improvement of the students in learning vocabulary by using picture game.....	51
<b>CHAPTER VI : CONCLUSION AND SUGGESTION</b>	
Conclusion .....	53
Suggestion.....	54
<b>BIBLIOGRAPHY</b>	
<b>CURRICULUM VITAE</b>	
<b>APPENDIXES</b>	