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STAIN KEDIRI

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**IMPROVING THE FIRST GRADE STUDENTS' VOCABULARY
ACHIEVEMENT USING BOARD GAME
AT SMPN 3 NGLEGOK**

THESIS

Presented to
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ACHIEVEMENT USING BOARD GAME
AT SMPN 3 NGLEGOK**

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Bersama ini terlampir satu berkas naskah skripsinya, dengan harapan dalam waktu yang telah ditentukan dapat diajukan dalam Sidang Munaqosah.

Demikian agar maklum dan atas kesediaan Bapak, kami ucapkan banyak terima kasih.

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Setelah diperbaiki materi dan susunannya sesuai dengan beberapa petunjuk dan tuntunan yang telah diberikan dalam sidang munaqosah yang dilaksanakan pada tanggal 24 Juli 2013 kami dapat menerima dan menyetujui hasil perbaikannya.

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MOTTO

يَرْفَعُ اللَّهُ الَّذِينَ آمَنُوا مِنْكُمْ وَالَّذِينَ أُوتُوا الْعِلْمَ دَرَجَاتٍ

"Allah akan mengangkat orang-orang beriman diantara kamu dan orang-orang yang berilmu beberapa derajat..."

(Al-Mujahadah:11)

"You can only find word by staring at a scratch, that is scratch itself, but you will find millions words by staring picture"

DEDICATION

This thesis is dedicated to:

- My parents, H. M. Erfan Shodiq and Hj. Siti Sudariyah. Thanks for your pray and support that given to me. "I'm nothing without you".
- My lovely husband. Thanks for your attention, pray and your support that always given to me.
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Kediri, June 20, 2013

The Writer

TABLE OF CONTENTS

TITLE PAGE.....	i
RATIFICATION SHEET.....	ii
APPROVAL SHEET.....	iii
NOTA KONSULTANT.....	iv
NOTA PEMBIMBING.....	v
MOTTO.....	vi
DEDICATION.....	vii
ACKNOWLEDGEMENT.....	viii
ABSTRACT.....	ix
TABLE OF CONTENT.....	x

CHAPTER I INTRODUCTION

A. Background of the Study.....	1
B. Statement of the Study.....	4
C. Objective of the Study.....	4
D. Significance of the Study.....	4
E. Limitation of the Study.....	5
F. Definition of the Key Terms.....	5

CHAPTER II LITERATURE REVIEW

A. English Vocabulary.....	7
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1. The Importance of Vocabulary.....	9
2. Teaching Vocabulary.....	10
3. The Construct of Vocabulary Achievement.....	14
B. Media.....	17
1. The General Principle in Using Media.....	19
2. The Importance of Using Media.....	19
C. Board Game.....	20
1. The Meaning of Board Game.....	20
2. The Concept of Board Game.....	24
3. The Advantages of Board Game.....	25
4. The Disadvantages of Board Game.....	26
5. Snake and Ladder Board Game.....	27
6. Improving Vocabulary by Using Board Game.....	28

CHAPTER III RESEARCH METHODOLOGY

A. The Research Design.....	30
B. Object of the Research.....	32
C. Subject of the Study.....	33
D. Time of the Study.....	33
E. Research Instrument.....	33
F. Technique of Data Collecting.....	34
G. Procedure of the Research.....	35
H. Technique of Data Analyzing.....	39

CHAPTER IV RESEARCH FINDING

A. DATA DESCRIPTION.....	43
1. Data of Observation.....	43
2. Data from Interviews.....	44
a. Data from Interview with the English Teacher.....	44
b. Data from Interview with the Students.....	45
3. The Implementation of Board Game in Teaching Vocabulary.....	46
A. First Cycle.....	47
1. Planning.....	47
2. Action.....	48
3. Observation.....	50
4. Reflection.....	53
B. Second Cycle.....	54
1. Planning.....	54
2. Action.....	56
3. Observation.....	58
4. Reflection.....	60

CHAPTER V RESEARCH DISCUSSION

a. The Result of Pre-Test in the First Cycle.....	62
b. The Result of Post-Test in the First Cycle.....	64
c. The Result of Post-Test in the Second Cycle.....	67

CHAPTER VI CONCLUTION AND DISCUSSION

A. CONCLUTION.....71

B. SUGGESTION.....72

BIBLIOGRPAHY73

APPENDIX75

ABSTRACT

Eria Dian Izawati, 2013. IMPROVING THE FIRST GRADE STUDENTS' VOCABULARY ACHIEVEMENT USING BOARD GAME AT SMPN 3 NGLEGOK. Thesis, Kediri: English Department, Faculty of education, State College for Islamic Studies (STAIN) Kediri. Advisors: (1) Drs. Agus Edi Winarno, M.Pd (2) Erna Nur Kholida, M.Pd.

Keywords: Improving, Vocabulary, Achievement, Board game.

Through games, vocabulary can be practiced and emphasized. In other word, the students can get reinforcement as well as attention to vocabulary. In short, games can break the tension and help the students to avoid boredom in learning English. The research is conducted in order to describe the application of improve students' vocabulary through board game at the first grade students of SMPN 3 Nglegok. A Classroom Action Research (CAR) used as the research method in this study in overcoming students' problem of learning English especially in vocabulary. Kemmis and McTaggart design is used in this research, in which consists of four phases; planning, acting, observing, and reflecting per cycle. In sustaining the research result, two types of data are collected; qualitative data that derived from observation and interview toward the students and the teacher as well. On the other hand, the quantitative data that derived from the test result; pre-test and post test result. Then, those data analyzed by the researcher by using descriptive analysis and statistic analysis to know the final result of the implementation board game toward students English language learning in the Classroom Action Research (CAR) based on criteria of success that consist; 1) If at least 80% students get score at least 75. 2) If the average score is not less than 75. The result of this research shows that using board game activities in teaching vocabulary at first grade of SMPN 3 Nglegok can motivate the students to learn English and improve their vocabulary achievement. The students' responses showed that they were interested to learn English vocabulary because they thought that the activities were interesting. Students' learning result improved from the first cycle and the second cycle. It is proved by the students' pre-test and post-test. The average of pre-test and post-test. The average of pre-test is 64, 70. The average in the post-test in the second cycle using snake and ladder game is 81, 37. The improvement result of the implementation is vocabulary ability significantly. And the percentage of student who achieved the KKM (75) in the pre-test is 33,34%, post-test in the first cycle is 57,58%, post-test in the second cycle is 87,88%. The percentage of students who achieve the KKM shows that this CAR categorized successful.