

MILIK PERPUSTAKAAN
STAIN KEDIRI

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TIDAK DI PINJAMKAN

**THE EFFECTIVENESS OF SCRAMBLE GAME IN TEACHING
VOCABULARY TO THE STUDENTS OF THE FIRST GRADE
OF MTS MIFTAKHUL AFKAR, SELOTOPENG,
BANYAKAN, KEDIRI**

THESIS

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



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STAIN / IX / Prps.

No. Klas: **FS/PBI-13/053**
No Inv: **1322053**
Tanggal: **30-10-2013**
Sifat: **(H) P/T/B.**

**ENGLISH DEPARTMENT
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(STAIN) KEDIRI
2013**

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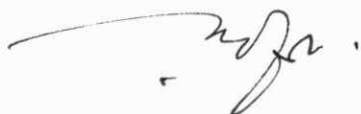
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MOTTO

*The roots of education are
bitter, but the fruit is sweet.*

Aristotle

DEDICATION

This thesis is dedicated to everyone who loves me. I have to thank:

1. My beloved parents, who give me loves, support, spirit and everything for my life, I am nothing without them.
2. My beloved husband, who always give me love and support.
3. My advisors, Drs. H. Nur Akhlis, M. Pd. and Ary Setya Budhi Ningrum, M.Pd. thanks for the best suggestion and critics.
4. My beloved lectures in STAIN Kediri, thanks a lot for your education, attention during this time.
5. My beloved friends who always support me and make my life to be colorful.
6. All people, I cannot mention one by one, may Allah always bless us.

ABSTRACT

A'yuni, Qurotul. 2013. *The Effectiveness of Scramble Game to Improve the Students' Vocabulary Mastery at the First Grade of Mts Miftakhul Afkar, Selotopeng, Banyakan, Kediri*, English Department Faculty of Education, State College for Islamic Studies, Advisors: (1) Drs. H. Nur Akhlis, M. Pd and (2) Ary Setya Budhi Ningrum, M.Pd

Key Words: The Effectiveness, Scramble Game, Vocabulary

Vocabulary mastery is the first think that must be thought by the teacher for the students before teaching other part in English. The students can master all of skill in English learning, which are reading, listening, writing and speaking. The students will be confident if they have good vocabulary. So that, the teacher must be creative and innovative to find out the method or the way to make the students more interested in improve their vocabulary mastery. One of the methods that can be applied in vocabulary is Scramble Game. Scramble Game is word game that whets their vocabulary which has been learned before. The Scramble Game is as the tool to the students to remind and keep the vocabulary in their memory.

The research uses quantitative quasi-experimental as a research design which is accordance with the aim of the research. The instrument of the research is pre-test and post test. The object of the research is the students at the first grade of Mts Miftakhul Afkar, Selotopeng, Banyakan, Kediri. The data is taken from the result of pre-test and post-test of experimental group and control group. The researcher analyzes the data by comparing the result of pre-test and post-test of experimental group with the result of pre-test and post-test of control group. The aim is to know the scramble game is effective or not in teaching vocabulary to the students at the first grade of Mts Miftakhul Afkar Selotopeng, Banyakan, Kediri.

The result of the computation based on the t-test formula is 3.44. then it consult with the t-table based on the alpha 5% and degree of freedom N_1+N_2-2 ($20+20-2 = 38$). The t-table value is 2.02. The t-test value is higher than t-table value ($3.44 > 2.02$). We have enough evidence to reject H_0 that the students taught by Scramble Game have not better achievement than the students who do not taught by Scramble Game. Therefore, it can be conclude that the hypothesis (H_a) "the students taught by scramble game have better achievement than the students who do not taught by scramble game is accepted. The scramble can improve the student's vocabulary mastery because it is more interested and the student's will be cooperative happily.

ACKNOWLEDGEMENTS

First of all, I would like to praise Allah the Almighty for the blessing given to me during my study and in completing this final project. Sholawat and salam always be presented to the great prophet Muhammad SAW, who lead us to the bright life.

I am also grateful to many people who contributed their ideas and time to me in completing my final project. I would also like to express my sincere gratitude to Drs. H. Nur Akhlis, M. Pd. as my first advisor for giving me guidance and help to finish the final project. I would like to extend my sincere thanks to Ary Setya Budhi Ningrum, M.Pd as my second advisor for her patience in improving my final project for its finalization.

My special thanks also goes to Dr. H. Ahmad Subakir, M.Ag. the head STAIN Kediri, all of his staffs and the lectures especially for English Department, Dr. Mukhammad Abdullah, M.Ag the head of Education Department, and all my friends, especially all students in English Department in 8th semester who I cannot write one by one, and who help and support me to finish this thesis, keep our together.

I would like to extend my deepest gratitude to my father and mother who have supported me with finance and prayers for my success. I am also grateful to my best friends for their support during my study, and all persons who cannot be mentioned individually here.

At the last, I do hope that this thesis is useful for the writer and hopefully Allah SWT will always bless all of them Amin.

Kediri, June 18th 2013

Qurotul A'yuni

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