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

THESIS

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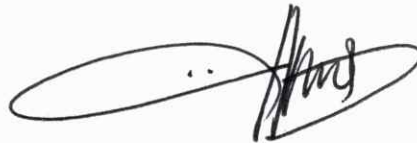
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Setelah diperbaiki materi dan susunnya sesuai dengan beberapa petunjuk dan tuntunan yang telah diberikan dalam sidang munaqosah yang dilaksanakan pada tanggal 24 Juli 2013, dapat menerima dan menyetujui hasil perbaikan-perbaikannya.

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MOTTO

يَتَأَيُّهَا الَّذِينَ ءَامَنُوا اسْتَعِينُوا بِالصَّبْرِ وَالصَّلَاةِ إِنَّ اللَّهَ مَعَ الصَّابِرِينَ

“O ye who believe! seek help with patient perseverance and prayer; for Allah is with those who patiently persevere”

(QS. Al-Baqoroh: 153)

DEDICATION

This thesis is dedicated to:

My beloved father, Khamim Tohari and my mother, Sumiani who always pray and give attention to me. I love them very much.

My sister and brothers, thanks for everything.

My Advisors, Bpk Nur Akhlis, M. Pd, and Bpk Muhammad Muhyidin,

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Finally, I hope that this thesis gives advantage and great contribution for the reader.

Kediri, 4th of July 2013

The Writer

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 ≥ 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.

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