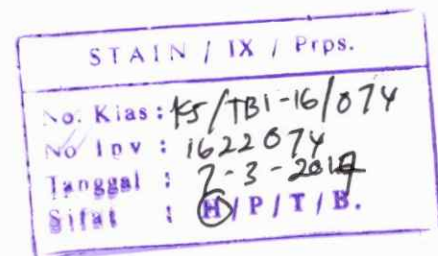


MILIK PERPUSTAKAAN  
STAIN KEDIRI

**THE EFFECTIVENESS OF USING STAND UP AND SIT  
DOWN GAME TO IMPROVE VOCABULARY MASTERY OF  
THE SECOND GRADE STUDENTS OF SMP  
MUHAMMADIYAH 2 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



By :

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Setelah diperbaiki materi dan susunanya, kami berpendapat bahwa skripsinya telah memenuhi syarat sebagai kelengkapan ujian akhir Sarjana Strata Satu (S-1).

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

Demikian agar maklum dan atas ketersediaaan Bapak, kami ucapkan banyak terimakasih.

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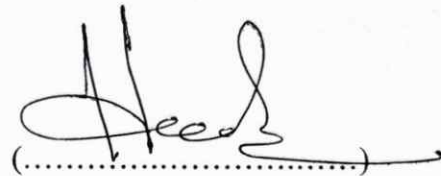
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**THE EFFECTIVENESS OF USING STAND UP AND SIT DOWN GAME**  
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**MOTTO**

**“You never crashed once. We wanted to see how high you can jump in later”.**

**Sherlock Holmes**

## **DEDICATION**

**This thesis dedicated to:**

**My Lovely husband (Fauzyn Asror El Rariq Ahmad) for giving support,  
motivation and pray.**

**My Lovely parents (H Harun Al Rasyied Munief and Rahayu Murniati) for  
your advice and support.**

**My Old Brother (Ahmad Syahrullah Prawira Negara) for give inspiration.**

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**All my close Friends in English Departement of STAIN Kediri who I cannot  
tell them one by one, thanks for helping me finish my thesis**

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Kediri, 19 July 2016

**The Writer**



## ABSTRACT

Lutfiah, Ayudia Rosaliani, 2016. *The Effectiveness of Using Stand Up and Sit Down Game to Improve Vocabulary Mastery of The Second Grade Students of SMP Muhammadiyah 2 Kediri*. English Department, Faculty of Education, State Collage for Islamic Studies (STAIN) Kediri. Advisor 1) Dr.Mukhammad Abdullah, M.Ag 2) Dra. Nurul Ain, M.Pd.

Keywords : teaching, vocabulary, *stand up and sit down game*

Teaching is the process of delivering the material to add the students' understanding to the project by using the media and others to suggest. Vocabulary is very important part of learning English. Vocabulary is more than word. A person's vocabulary certainly consists of a words and meanings. The words in your vocabulary are those you understand and use. The researcher use *Stand Up and Sit Down Game* for teaching vocabulary to improve the students' vocabulary ability. A vocabulary game where students have to mention the meaning of the word.

The student's vocabulary mastery before being treated with Stand Up and Sit Down game it can show from the interval score of pre-test experimental group shows that 7 students or 25% get score of 0-45 they are in worse level, 4 students or 14% get score of 46-55 they are in bad level, 11 students or 39% get score of 56-65 they are in fair level, and then 5 students or 18% get score of 66-79, they are in good level. The last, 1 student or 4% get score of 80-100. On the other hand, at the control 1 student or 3% get score of 0-45 she is are in worse level, 11 students or 30% get score of 46-55 they are in bad level, and then 20 students or 56% get score of 56-65 they are in fair level. The last, 4 students or 11% get score of 66-79, they are in good level.

The student's vocabulary mastery after being treated with Stand Up and Sit Down game it can show from on the other hand, the interval score Post-test of control group shows that 5 students or 14% get score of 46-55 they are in bad level, 21 students or 58% get score of 56-65 they are in fair level, and then 8 students or 22% get score of 66-79, they are in good level. The last, 2 students or 6% get score of 80-100 they are very good level. On the other hand, the interval score of control group shows that 5 students or 14% get score of 46-55 they are in bad level, 21 students or 58% get score of 56-65 they are in fair level, and then 8 students or 22% get score of 66-79, they are in good level. The last, 2 students or 6% get score of 80-100 they are very good level.

Statically there was enough evidence to reject the null hypothesis, the alternative hypothesis was received. It means that the students who were taught by using *Stand Up and Sit Down game* had better vocabulary mastery than the students who were not taught by *Stand Up and Sit Down game*. Therefore, it can be concluded that Stand Up and Sit Down game is effective in teaching vocabulary for students' SMP Muhammadiyah 2 Kediri. In this research, this method can improve the students' vocabulary mastery, too.

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