

**THE IMPLEMENTATION OF RUNNING GAME TO IMPROVE
STUDENTS' ENGLISH VOCABULARY MASTERY AT SEVENTH
GRADE SMPN 1 PLOSOKLATEN**

THESIS



BY:

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JUNE**

**THE IMPLEMENTATION OF RUNNING GAME TO IMPROVE
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THESIS

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JUNE 2023**

APPROVAL PAGE

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RATIFICATION SHEET

**THE IMPLEMENTATION OF RUNNING GAME TO IMPROVE
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GRADE SMPN PLOSOKLATEN**

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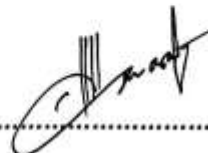
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DECLARATION OF AUTHENTICITY

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Purpose of Thesis : THE IMPLEMENTATION OF RUNNING GAME
TO IMPROVE STUDENTS' ENGLISH
VOCABULARY MASTERY AT SEVENTH
GRADE SMPN 1 PLOSOKLATEN

I hereby declare that the thesis and the work presented in it are my own and it has been generated by me as the result of my own original research. It does not incorporate any materials previously written or published by another person except those indicated in quotations and references. No portion on this work has been submitted in support of an application for another agree or qualification of this or any other university or institution of higher education. Due to this fact, I am the only person responsible for the thesis of there is any objection or claim for others.

This thesis is to fulfill the requirement for degree sarjana (S1) in English Study Program, State Islamic Institute of Kediri.

Kediri, June 06, 2023

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MOTTO

“What breaks you shaped, you into something new”

Mba Pluto

DEDICATION

Absolutely, with strongly thanks to Allah SWT, and Rasullalah SAW. I would like to dedicate this thesis to:

1. My Gods Allah SWT and Prophet Muhammad SAW
2. Myself, who always spreads a smile. I am proud of myself for being able to complete this thesis.
3. My beloved mother, father and my sister, Susyani, Sukemi, and Elivia Findy Azzahra who always give me support in every situation and condition. They always give me the best and also always praying for the successful and the best for me.
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5. For Miss Sri Winarsih, S.Pd. as an English teacher in SMPN 1 Plosoklaten School, thank you for helping and giving me new experience, and knowledge, during observation and research process.
6. My friend (Umi Fatkhurrohmah) who was my assistant during research. I hope you become a successful person in the future. Aamin
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6. For Miss Sri Winarsih, S.Pd. as an English teacher in SMPN 1 Plosoklaten. Thank you for helping and giving me new experience, and knowledge, during observation and research process.

Finally, I hope this thesis will be useful for all readers. I realized that this thesis is not perfectly enough yet. Therefore, I excite to receive constructive criticism and suggestion to make this thesis better.

Kediri, June 06, 2023

The Researcher

A handwritten signature in black ink, appearing to read 'Nela Anisah', written over a horizontal line.

Nela Anisah
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ABSTRACT

Anisah. Nela. (2023). *The Implementation of Running Game to Improve Students' English Vocabulary Mastery at Seventh Grade SMPN 1 Plosoklaten.* Thesis, Department of English Language Education, Faculty of Tarbiyah, State Islamic Institute (IAIN) of Kediri. Advisor (I) Ima Fitriyah, M.Pd.I. (II) Renita Donasari, M.Pd.

Keywords: *Vocabulary, Teaching Vocabulary, Running Game.*

Vocabulary mastery is the basic of English language learning. Based on the result of observation and interview with the teacher, it may happen because the students felt difficult and bored in learning vocabulary since the school only used students handbook without by strategy. Therefore, this researcher it was running game aimed to improve vocabulary a strategy.

This research was done at seventh grade SMPN 1 Plosoklaten. There were 34 students. This research was conducted using classroom action research by Kemmis and McTaggart, which consisted of two cycles. In implementing classroom action research, there were several procedures: planning, implementing, observing, and reflecting. This research used tests, an observation sheet, diary notes, and documentation as research instrument. Data collection was done by measuring data from testing, namely the first test, the second test (cycle I), and the third test (cycle II). Data analysis in this study was taken from students' scores of each cycle. The KKM criterion at the school is 72 and percentage success is 80%. If the scores of the students met the KKM criteria at the school, it means that the students were successful in the learning process.

The result of this research showed that there was an improvement in students' vocabulary mastery with each cycle. It was shown from the average in the first test that it was 62.7, the average score in the second test (cycle I) was 72.05, and the average score in the third test (cycle II) was 80.47. Based on the percentage of students who passed the success criteria in the first test 41.17%, in the second test 67.64%, and in the third test 88.23%, the results from the first test to the third test were improved and met the success criteria. Therefore, the cycles were stopped. From this result, the researcher concluded that using running game in the seventh grade of SMPN 1 Plosoklaten can improve students' vocabulary. In addition, this technique is recommended for EFL teacher, since the used of the game in education did not only help students understanding, but also increased students' engagement and motivation to learn.

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