

**IMPROVING STUDENTS VOCABULARY THROUGH SCRABBLE
GAME AT THE EIGHTH GRADERS OF MTS HIDAYATUL
MUTA'ALLIMIN MEDALEM IN THE ACADEMIC YEAR 2022/2023**

THESIS

BY

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**ENGLISH EDUCATION DEPARTMENT
FACULTY OF LANGUAGES AND ART EDUCATION
IKIP PGRI BOJONEGORO**

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Presented to
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**ENGLISH EDUCATION DEPARTMENT
FACULTY OF LANGUAGE AND ART EDUCATION
IKIP PGRI BOJONEGORO
2023**

APPROVAL SHEETS

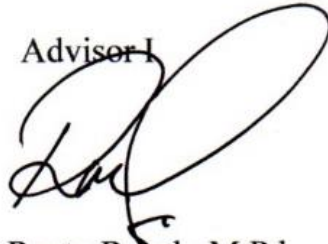
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LEGITIMATION

THESIS

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This is to certify that Sarjana's thesis
has been approved by the Board of Examiners
as the requirement for the degree of Sarjana in English Language Education
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STATEMENT OF AUTHENTICITY

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I solemnly declare that the thesis that I have written is my writing and does not constitute plagiarism either in part or in whole.

If in the future it is proven or can be proven that this thesis is the result of plagiarism, either partially or wholly, then I am willing to accept sanctions for such actions with the applicable provisions.

Bojonegoro, 26 July 2023

The Researcher



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ABSTRACT

Kurniawati, Sintia Dwi. 2023. Improving Students Vocabulary Through Scrabble Game At The Eighth Graders of MTS Hidayatul Muta'allimin Medalem In The Academic Year 2022/2023. Thesis, English Education Department Faculty of Language and Art Education IKIP PGRI Bojonegoro, Lecturer: 1) Dr. Refi Ranto Rozak, M.Pd., 2) Ayu Fitriyaningsih, S.Pd., M.Pd.

Keywords: vocabulary, scrabble game

Vocabulary is a collection of words that are owned by a language. Vocabulary is a basic requirement of language. Vocabulary mastery is very important for understanding in learning English. Through vocabulay we can communicate ideas, emotions, and desires. the objective of the study as follows: (1) To find out the use of scrabble game in improving the vocabulary of eighth grade students (2) To find out the students' response of using the scrabble game in improving the vocabulary of eighth grade students. The researcher used Classroom Action Research (CAR) design. The goal is improving students vocabulary mastery of the eighth students in the academic year 2022/2023 and the treatment in this research is Scrabble Game. The subject of the research was the eighth students of MTS Hidayatul Mutaallimin Senori in the academic year 2022/2023. The number of students consist 35. Data collection techniques in this research are vocabulary test, questionnaire, and documentation. Based on the data which had been analyzed the use of scrabble game improve the eighth students' vocabulary of MTS Hidayatul Mutaallimin Senori in the academic year 2022/2023. Procedures showed that there were significant differences between before and after giving treatment by using scrabble game.

ABSTRAK

Kurniawati, Sintia Dwi. 2023. Peningkatan Kosakata Siswa Melalui Permainan Scrabble Pada Siswa Kelas VIII Tahun Pelajaran 2022/2023. Skripsi, Jurusan Pendidikan Bahasa Inggris Fakultas Pendidikan Bahasa dan Seni IKIP PGRI Bojonegoro, Dosen Pembimbing: 1) Dr. Refi Ranto Rozak, M.Pd., 2) Ayu Fitriyaningsih, S.Pd., M.Pd.

Kata kunci: kosa kata, permainan scrabble

Kosa kata adalah kumpulan kata yang dimiliki oleh suatu bahasa. Kosakata adalah kebutuhan dasar bahasa. Penguasaan kosakata sangat penting untuk pemahaman dalam belajar bahasa Inggris. Melalui kosakata kita dapat mengkomunikasikan ide, emosi, dan keinginan. tujuan penelitian sebagai berikut: (1) Untuk mengetahui penggunaan permainan scrabble dalam meningkatkan kosakata siswa kelas VIII (2) Untuk mengetahui respon siswa terhadap penggunaan permainan scrabble dalam meningkatkan kosakata siswa kelas VIII. Peneliti menggunakan desain Penelitian Tindakan Kelas (PTK). Tujuannya adalah meningkatkan penguasaan kosa kata siswa kelas VIII tahun pelajaran 2022/2023 dan perlakuan dalam penelitian ini adalah Permainan Scrabble. Subyek penelitian adalah siswa kedelapan MTS Hidayatul Mutaallimin Senori tahun pelajaran 2022/2023. Jumlah siswa terdiri dari 35 orang. Teknik pengumpulan data dalam penelitian ini adalah tes kosa kata, angket, dan dokumentasi. Berdasarkan data yang telah dianalisis penggunaan permainan scrabble meningkatkan kosakata siswa kedelapan MTS Hidayatul Mutaallimin Senori tahun pelajaran 2022/2023. Prosedur menunjukkan bahwa ada perbedaan yang signifikan antara sebelum dan sesudah diberikan perlakuan dengan menggunakan permainan scrabble.

MOTTO

*“DON'T YOU EVER LET A SOUL IN THE WORLD TELL YOU THAT YOU
CAN'T BE EXACTLY WHO YOU ARE.”*

“LADY GAGA”

“STRIVE NOT TO BE SUCCESS BUT RATHER TO BE OF VALUE.”

“ALBERT EINSTEIN”

DEDICATION

Praise and gratitude Alhamdulillah, Allah SWT. This has made it easy for researchers to complete this thesis. For that, I dedicate to:

1. My beloved parents, Mr. Warsono and Mrs. Suci Rahmawati who always support me endlessly and also give me abundant love, care, and prayers.
2. My sister Saroh Retno Wulan who have always supported.
3. My friends who always support and help each other in any difficulties.
4. All english language education lecturers who for 4 years provided valuable knowledge during this education.
5. My supervisor is Mr. Dr. Refi Ranto Rozak, M.P.d and Mrs. Ayu Fitriarningsih, M.Pd who have been patient and sincere in providing guidance and knowledge during the preparation of this thesis.
6. All friends 2019 English education, who always help each other and a place to lament over the past 4 years.
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- b. Fitri Nurdianingsih, M.Pd., as the Dean of the Faculty of Language and Arts Education IKIP PGRI Bojonegoro.
- c. Chyntia Heru Woro Prastiwi, M.Pd., as Head of the English Language Study Program.
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May Allah SWT. Give a good reward for everything. The author submits everything hopefully useful for the author and all of us.

Bojonegoro, 26 July 2023
The Researcher



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CHAPTER I

INTRODUCTION

A. Background of the Study

The study at the school level refers to the existing curriculum determined by the government and has been stated in the education syllabus for each level of education, including at the junior high school level, where at the end of semester students are required to complete existing subjects as well as English subjects where students declared complete when sufficient (KKM) defined in each school. Students are declared proficient in English when they are able to master aspects of English language skills consisting of reading, writing, listening and speaking. In order to master these four aspects, it is necessary mastery of more vocabulary so that it can be easily learned English both written and spoken.

Vocabulary is a collection of words that are owned by a language. Vocabulary is a basic requirement of language. Vocabulary mastery is very important for understanding in learning English. Through vocabulary we can communicate ideas, emotions, and desires. Words are symbols for ideas, a means where people exchange ideas because they do not have enough vocabulary so they can not convey the sentences that are in their minds. And have difficulty understanding in reading texts because they do not have vocabulary in their minds. Vocabulary is a fundamental needs of language. through vocabulary we can communicate idea, emotion, and desire. Word is a sign of symbols for ideas, they are the means in which people exchange their

thought because many students can not speak english and understand the text because they do not have vocabulary in their mind. Sometimes they worry to converse with each other, they are fear to make mistakes. Vocabulary is important point in learning a language, because it is main part to begin our writting, speaking, reading, and listening. It makes the students easy to translate some words into English or Indonesia and also the more we can speak with other. Vocabulary is not a simple metter, because learning thousand of words and it can make the student bored.

Vocabulary is necessary to give students something to hang on when learning in the class. Student needs to learn how to easy memorize vocabulary because of the students can feel comortable when they are speaking,writing,etc. They are backed up by many vocabulary in their mind. Students must be able to use a lot of vocabularies of English, if they want to be successful in learning. Vocabulary is an important element in language beside pronunciation and grammar. We can not express ideas in English without learning English vocabulary. So that, when students are given a passage with word that are supposed to have been taught earlier, they still find difficult to understand the meaning. To make students motivate and enjoyable to study vocabulary, the teacher should be creatively in delivering material. We should use variative strategies in teaching vocabulary. One of the strategies that can be used by teacher is using media to support the teaching learning process. There are some teaching medias available now, so the writer using scrabble games to improve students' vocabulary.

According to Col and Spector (Siddiq,2018:9) that there are forms of semantic mapping, such as: star diagram, spider diagram, fishbone map, cluster diagrams, tree diagram, chain diagrams, cycle diagrams, scrabble games and vocabulary map graphic organizer. One of techniques can be used by teacher in teaching vocabulary is through scrabble games. By scrabble game, the students are assemed to improve their vocabulary, relax in doing it, it also can not make them boring. By scrabble game, the student must concentrate on the main topic, list the big ideas concerning the topic, and think of the attributes/qualities/functions associated with each of these ideas.

Scrabble game is one of game that can use in teaching vocabulary. It provided board contains of word that consisted of different score in every word, it can be played by two players or teams. The scrabble game is very useful, easy and entertaining game to practice any set of vocabulary. The students had to arrange the letters that they get and gives meaning to every word. Playing Scrabble Game enable students to apply their vocabularies to learn the spell and makes students memorize vocabularies easily.

By knowing the lack of vocabulary mastery in eighth grade students, the researcher wants to use scrabble game technique in order to increase vocabulary in these students. Scabble game is a game that is played by 2 to 4 people. Use a board with a box above it (15×15) and a large number of letters on a small tile each player, when their turn arrives they must put the word on the board. Their words must join what is already on the board. Based on the description above, the writer wants to tries using the scrabble game technique

which aims to improve students vocabulary skills and make the material more interesting and enjoyable.

B. Research Problem

Based on the background above the researcher formulates the research question of follows:

1. How can the scrabble game improve students' vocabulary to the eighth grades?
2. What are the students' response using scrabble game in improving vocabulary to the eighth grades?

C. Objectives of the Study

Relevant to research problem, the objective of the study as follows:

1. To find out the improvement students' vocabulary using scrabble game to the eighth grades.
2. To find out the students' response using scrabble game in improving vocabulary to the eighth grades.

D. Significance of the Study

The significance of the research are:

1. For Writer

By doing this research, the researcher hopes that she will get some experiences and knowledge about her study and it will be useful in the future

2. For Teacher

By doing this research, the researcher hopes that the output of the study will be useful to give contribution, by using scrabble game the researcher hopes that it can help their students' problem with memorizing vocabulary

3. For Students

By using scrabble game as an alternative method in teaching learning process, hopefully the students can increase their vocabulary so they can communicate well

E. Definition of Key Terms

Based on the title above, the writer gives definitions as follows:

1. Vocabulary

Vocabulary is a most important part of language learning, in communicating we need vocabularies, without vocabulary no one can speak or understand the language (Jannah, 2011:6)

2. Scrabble game

Scrabble is a board game in which players try to make words from letters printed on small plastic blocks and connect them to words that have already been placed on the board (Oxford, 2010:1370)