THE EFFECT OF GAMES ON ENGLISH VOCABULARY MASTERY OF STUDENTS GRADE 5 SD M TEGALAYANG 1, YOGYAKARTA

A *Skripsi*
Submitted to the Faculty of Language Education
In a Partial Fulfillment of the Requirements
For the Degree *Sarjana Pendidikan*

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ABSTRACT

Vocabulary is one of the important things in the language. In learning a foreign language, students should master four skills namely listening, speaking, reading, and writing. Actually, those four skills require vocabulary mastery in order to convey the meaning. The purpose of this research is to explore the students' vocabulary mastery level and to identify the intensity of the effect of games on students English vocabulary mastery.

This is research used quantitative approach and quasi experimental design in the form of time series. The data collection method in this study used pre-test and pot-test as the instrument. 26 students in SD M Tegalayang 1 participated in this study. They were invited to attend pre-test, treatment, and also post-test. Their pre-test and post-test was scored for analysis. The data were analyzed in statistic.

The result of this study, students' vocabulary mastery conditions before the treatment still need some improvement. Eleven students' got low score, 12 students with an adequate score, and only 3 students got good score. The students' condition after the treatment was better in vocabulary mastery with the mean 73.6410 the previous conditions mean 47.2949. Then the games treatments give positive effect significantly.

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I honestly declare that this *skripsi* which I wrote does not contain the works or part of the works of other people, except those cited in the questions and bibliography.

Yogyakarta, December 10, 2014

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Table of Contents

Cover Page i

Approval Page i

ABSTRACT ii

ACKNOWLEDGEMENT iii

PERSONAL STATEMENT iv

Table of Contents vi

CHAPTER I 1

A. BACKGROUND ..... **Error! Bookmark not defined.**

B. STATEMENT OF THE PROBLEM ..... **Error! Bookmark not defined.**

C. RESEARCH QUESTION ..... **Error! Bookmark not defined.**

D. OBJECTIVE ..... **Error! Bookmark not defined.**

E. SIGNIFICANT OF THE RESEARCH ..... **Error! Bookmark not defined.**

F. OUTLINE OF THE RESEARCH ..... **Error! Bookmark not defined.**

CHAPTER II ..... **Error! Bookmark not defined.**

A. GAMES ..... **Error! Bookmark not defined.**

1. The Advantages of Games ..... **Error! Bookmark not defined.**
2. Kinds of Language Games ..... **Error! Bookmark not defined.**
3. Criteria of Good Language Games ..... **Error! Bookmark not defined.**
4. Teaching and Teaching Media ..... **Error! Bookmark not defined.**
5. Games as Teaching Media ..... **Error! Bookmark not defined.**

B. VOCABULARY ..... **Error! Bookmark not defined.**

1. The Importance of Vocabulary ..... **Error! Bookmark not defined.**

2. Vocabulary Mastery .....**Error! Bookmark not defined.**
3. How to Teach Vocabulary.....**Error! Bookmark not defined.**
4. Teaching Vocabulary to Children's.....**Error! Bookmark not defined.**

C. PREVIOUS STUDY .....**Error! Bookmark not defined.**

D. THEORITICAL FRAMEWORK .....**Error! Bookmark not defined.**

YPHOTHESIS .....**Error! Bookmark not defined.**

CHAPTER III .....**Error! Bookmark not defined.**

A. Research Design.....**Error! Bookmark not defined.**

B. Population and Sample.....**Error! Bookmark not defined.**

C. Data Collection Method .....**Error! Bookmark not defined.**

D. Validity and Reliability .....**Error! Bookmark not defined.**

E. Data Analysis .....**Error! Bookmark not defined.**

CHAPTER IV .....**Error! Bookmark not defined.**

A. FINDINGS .....**Error! Bookmark not defined.**

a. The Conditions of the Students Vocabulary Mastery.**Error! Bookmark not defined.**

b. The Effect on Using Games in Teaching and Learning Process .....**Error! Bookmark not defined.**

B. DISCUSSION .....**Error! Bookmark not defined.**

a. The Conditions of the Students Vocabulary Mastery.**Error! Bookmark not defined.**

b. The Effect on Using Games in Teaching and Learning Process .....**Error! Bookmark not defined.**

CHAPTER V .....**Error! Bookmark not defined.**

A. CONCLUSION.....**Error! Bookmark not defined.**

B. SUGESTION.....**Error! Bookmark not defined.**

REFERENCES .....**Error! Bookmark not defined.**

Appendices.....**Error! Bookmark not defined.**