PERPUSTAKAAN STAIN JURAI SIWO METRO

AN UNDERGRADUATE THESIS

INCREASING THE STUDENTS' VOCABULARY MASTERY THROUGH FLASHCARD SIMULATION GAMES AT THE FOURTH GRADER OF SDN 06 METRO UTARA

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FAKTUR NO / TANGGAL
TOKO BUKU / PENERBIT STAIN JuraiSiwoMetro
DARI ASAL / TOKO Hadiah
TGL PENERIMAAN 17-4-2013
STAMP NO. 122/13

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1434 H / 2013 M

INCREASING THE STUDENTS' VOCABULARY MASTERY THROUGH FLASHCARD SIMULATION GAMES AT THE FOURTH GRADER OF SDN 06 METRO UTARA IN ACADEMIC YEAR OF 2012/2013

Presented as a Partial Fulfillment of the Requirement for the Degree of Sarjana Pendidikan Islam (S.Pd.I) in English Education Study Program

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ABSTRACT

By:
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Vocabulary mastery is one important part in learning a language, because without vocabulary, we were difficult to communicate with each other. The learner who does not master a sufficient number of vocabularies will fail in using language either in oral or written form. Moreover, students are often ignoring to vocabulary mastery. It caused several problems, such as: the students has a lack motivation in learning English, the student was difficult to remember the noun word and etc. Therefore, to increasing the students' vocabulary mastery, the writer used flashcard simulation games in learning process.

The objectives of this Classroom Action Research (CAR) are to find out how flashcard simulation games could increase the students' vocabulary mastery in learning English and how far increasing the students' vocabulary mastery through flashcard simulation games.

The Classroom Action Research (CAR) was conducted by 2 cycles. There are four steps in each cycle: they are planning, action, observation, and reflection. The writer gives one pre-test before treatment, two treatments and two post-test. The subject of this action research is the fourth grader of SD N 6 Metro Utara. The writer uses observation, test (pre-test and post-test), documentation, and field note to collecting data. While, to analyzing the data, the writer used students average score.

The average result score of the pre-test and post-test shows that there is progressing score. The average score at pre-test is 54, 25; post-test 1 is 65, it was increase point 10,75 and then, the average score at post-test 2 is 76. It was increase point 11, it is better than post-test 1. While, the percentages of the student pass at pre-test is 25% of total students and at post-test 1 is 40% and then at post-test 2 is 90 % students who are able passed the exam. Based on the result above, it can be said that flashcard simulation games can increasing students' vocabulary mastery.

MENINGKATKAN PENGUASAAN KOSAKATA PESERTA DIDIK MELALUI PERMAINAN SIMULASI KARTU FLASH PADA KELAS EMPAT DI SDN 06 METRO UTARA

ABSTRAK

By:
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Penguasaan kosakata merupakan salah satu bagian penting dalam belajar bahasa, karena tanpa kosakata, kita akan sulit untuk berkomunikasi satu sama lain. Para pelajar yang tidak menguasai cukup banyak kosakata akan gagal dalam menggunakan bahasa, baik dalam bentuk lisan maupun tulisan. Selain itu, siswa sering mengabaikan untuk penguasaan kosakata. Hal ini menyebabkan beberapa masalah, seperti: siswa memiliki motivasi yang kurang dalam belajar bahasa Inggris, siswa sulit untuk mengingat kata benda dan lain-lain. Oleh karena itu, untuk meningkatkan penguasaan kosakata siswa, penulis menggunakan permainan simulasi kartu flash dalam proses pembelajaran.

Tujuan dari penelitian tindakan kelas (PTK) adalah untuk mengetahui bagaimana permainan simulasi flashcard dapat meningkatkan penguasaan kosakata dalam belajar bahasa Inggris dan seberapa jauh meningkatkan penguasaan kosakata siswa melalui permainan simulasi kartu flash

Penelitian Tindakan Kelas (PTK) ini dilakukan dalam 2 siklus. Ada empat tahap dalam setiap siklus: perencanaan, tindakan, observasi, dan refleksi. Penulis memberikan satu pre-test sebelum tindakan, dan dua post-test. Subjek penelitian tindakan adalah siswa kelas empat SD N 6 Metro Utara. Penulis menggunakan observasi, tes (pre-test dan post-test), dokumentasi, dan catatan lapangan untuk mengumpulkan data. Sedangkan, untuk menganalisa data, penulis menggunakan nilai rata-rata siswa.

Hasil nilai dari pre-test dan post-test menunjukkan bahwa ada peningatan nilai. Nilai rata-rata pada pre-test adalah 54, 25; post-test adalah 65, telah terjadi peningkatan sebanyak 10,75 poin. Kemudian, nilai rata-rata pada post-test 2 adalah 76, telah terjadi peningkatan sebanyak 11 poin dari post-test 1. Itu meningkatkan poin lebih baik dari post-test 1. Sedangkan, persentase lulus siswa di pre-test adalah 25% dari total siswa dan pada post-test 1 adalah 40 % dan kemudian pada post-test 2 adalah 90% siswa yang mampu lulus ujian. Berdasarkan hasil di atas, dapat dikatakan bahwa permainan simulasi kartu flash dapat meningkatkan penguasaan kosakata siswa.

CURRICULUM VITAE



Neng Arpiah was born in Fajar Bulan, Way Tenong, West-Lampung on January 2nd, 1990. She is the first child of married couple Mr. Ahmadi and Mrs. Aii. She graduated from Elementary School at SDN 3 Puralaksana in 2001, her secondary school was at Junior High School 1 Fajar Bulan, in 2004, and her Senior High School was at SMAN 1 Fajar Bulan, West Lampung in 2007. She stopped her formal study to help Her Parents as a worker in the garden for a year, in the same year she followed the Esas Course about.

In 2008 she continued her study to Strata One of English Education Program of State Islamic College (STAIN) Jurai Siwo Metro. She was joining UKM IMPAS as the coordinator of dancing division in 2009, in the same year she was a member of UKM JS-EC (Jurai Siwo English Club). When she was becoming the member of the Students Executive Board of Tarbiyah Department (BEM-JT), she conducted KKN in Gisting Village, Tanggamus in July 2011. She was becoming the member of the Student Executive Board of STAIN Jurai Siwo Metro and she conducted PPL at Madrasah Aliyah Darul A'mal in March 2012.

She finished her thesis and secured her Strata ssOne of English Education Program of State Islamic College (STAIN) Jurai Siwo Metro in March 2013.