THE EFFECT OF USING GUESSING AND SPECULATING GAMES WITH PICTURES ON VOCABULARY ACHIEVEMENT OF GRADE 8 STUDENTS AT SMP NEGERI 1 ROWOKANGKUNG LUMAJANG

THESIS

By:
FAIZATUL IMROH
NIM 060210491199

ENGLISH EDUCATION PROGRAM
LANGUAGE AND ARTS DEPARTMENT
THE FACULTY OF TEACHER TRAINING AND EDUCATION
JEMBER UNIVERSITY
2011
THE EFFECT OF USING GUESSING AND SPECULATING GAMES WITH SINGLE PICTURES ON VOCABULARY ACHIEVEMENT OF GRADE 8 STUDENTS AT SMP NEGERI 1 ROWOKANGKUNG LUMAJANG

THESIS

Composed to fulfill one of the requirements to obtain S1 Degree at the English Education Program, Language and Arts Education Department, The Faculty of Teacher Training and Education, Jember University

By:
FAIZATUL IMROH
NIM 060210491201

ENGLISH EDUCATION PROGRAM
LANGUAGE AND ARTS DEPARTMENT
THE FACULTY OF TEACHER TRAINING AND EDUCATION
JEMBER UNIVERSITY
2011
THE EFFECT OF USING GUESSING AND SPECULATING GAME WITH SINGLE PICTURES ON VOCABULARY ACHIEVEMENT OF GRADE 8 STUDENTS AT SMP NEGERI 1 ROWOKANGKUNG LUMAJANG

THESIS

Composed to fulfill one of the requirements to obtain S1 Degree at the English Education Program of the Language and Arts Education Department of the Faculty of Teacher Training and Education Jember University

Name : Faizatul Imroh
Identification Number : 060210491199
Level : 2006
Place, Date of Birth : Lumajang, February 16th, 1988
Department : Language and Arts
Program : English Education

Approved by:

Consultant I

Consultant II

Dra. Musli Ariani, M. App, Ling. 19680602 199403 2 001
APPROVAL OF THE EXAMINATION COMMITTEE

This thesis is approved and received by the Examination Committee of the Faculty of Teacher Training and Education of Jember University.

Day : Friday
Date : October 29th, 2010
Place : The Faculty of Teacher Training and Education

Examiners Team

The Chairperson Secretary

NIP. 19630323 198902 2 001 NIP. 19640424 199002 1 003

The members,

   NIP. 19501017 198503 2 001

2. Dra. Wiwiek Eko Bindarti, M.Pd. 2.
   NIP. 19561214 198503 2 001

The Faculty of Teacher Training and Education
The Dean,

Drs. H. Imam Muchtar, S.H.,M.Hum.
NIP. 19540712 198003 1 005
DEDICATION

This thesis is honorably dedicated to:

1. My beloved father, Asmadi and my beloved mother, Saminah.

2. My beloved grandfather, Wiryo and my beloved grandmother, Ponirah.

3. My beloved sister and brothers, my beloved my best friend and my dearest boyfriend
ACKNOWLEDGEMENT

First of all, I would like to express my greatest thanks to Allah S.W.T., the Almighty, who always leads and blesses me with His mercies and guidance, so I can finish my thesis entitled “The Effect of Using Guessing and Speculating Games with Single Pictures on Vocabulary Achievement of Grade 8 Students at SMP Negeri 1 Rowokangkung Lumajang”

I would also like to express my deepest appreciation and sincere thanks to the following people:
1. The Dean of the Faculty of Teacher Training and Education, Jember University,
2. The Chairperson of the Language and Arts Department,
3. The Chairperson of the English Education Programs,
5. The lecturers of the English Education Program who have taught and given me a lot of knowledge,
6. The Principal, the English teacher, and the students of grade 8 at SMP Negeri 1 Rowokangkung Lumajang who helped and participated willingly to involve in this research,

I believe that this thesis might have some weaknesses. Therefore, I really hope that there will be criticism and suggestions from the readers to make this thesis better. I also hope that this thesis will be useful for the readers.

Jember, 9 Juni 2011
   Writer
# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>COVER</td>
<td>ii</td>
</tr>
<tr>
<td>CONSULTANT’S APPROVAL</td>
<td>iii</td>
</tr>
<tr>
<td>APPROVAL OF THE EXAMINATION COMMITTEE</td>
<td>iv</td>
</tr>
<tr>
<td>DEDICATION</td>
<td>v</td>
</tr>
<tr>
<td>ACKNOWLEDMENT</td>
<td>vi</td>
</tr>
<tr>
<td>TABLE OF CONTENTS</td>
<td>vii</td>
</tr>
<tr>
<td>LIST OF APPENDICES</td>
<td>xi</td>
</tr>
<tr>
<td>LIST OF TABLES</td>
<td>xii</td>
</tr>
<tr>
<td>SUMMARY</td>
<td>xiii</td>
</tr>
</tbody>
</table>

## CHAPTER I. INTRODUCTION

1.1 Background of the Research                       | 1   |
1.2 Problems of the Research                         | 3   |
1.3 Operational Definitions of Variables            | 4   |
  1.3.1 Guessing and Speculating Games with Single Pictures | 4   |
  1.3.2 Teaching Vocabulary by Using Guessing and Speculating Games with Single Pictures | 5   |
  1.3.3 The Students Vocabulary Achievement          | 5   |
1.4 Objectives of the Research                       | 5   |
1.5 The Significance of the Research                 | 5   |
  1.5.1 The English Teacher                          | 5   |
  1.5.2 The Students                                 | 6   |
  1.5.3 The Future Researchers                       | 6   |
CHAPTER II. RELATED LITERATURE REVIEW

2.1 The Definition of Vocabulary ................................................................. 7
2.2 The of Classification Vocabulary .............................................................. 7
  2.2.1 Nouns ......................................................................................... 8
  2.2.2 Verbs ......................................................................................... 8
  2.2.3 Adjectives ................................................................. 9
  2.2.4 Adverbs ...................................................................................... 9
  2.2.5 Prepositions ............................................................... 10
  2.2.6 Pronouns ............................................................................... 11
2.3 Vocabulary Achievement ................................................................. 11
2.4 Games in Language Teaching .............................................................. 12
2.5 Kinds of Games ............................................................................... 13
2.6 The Definitions of Guessing and Speculating Games ......................... 13
2.7 Single Pictures ............................................................................... 15
  2.7.1 The Definition of Single Pictures ................................................... 15
  2.7.2 The Characteristics of a Good Pictures ......................................... 15
  2.7.3 Kinds of Picture ......................................................................... 15
2.8 Guessing and Speculating Games with Single Pictures in
  Teaching Vocabulary ......................................................................... 17
2.9 The Advantages of Guessing and Speculating Games with Single Pictures
  in Teaching Vocabulary ...................................................................... 19
2.10 The Previous Research Findings ............................................................ 20
2.11 The Practice Teaching English at SMP Negeri 1Rowokangkung,
  Lumajang ......................................................................................... 21
2.12 Research Hypothesis ......................................................................... 21

CHAPTER III. RESEARCH METHOD

3.1 Research Method ............................................................................. 22
3.2 Area Determination Method ............................................................... 24
3.3 Respondents Determination Method ............................................................ 24
3.4 Data Collection Method ........................................................................... 25
  3.4.1 Test ..................................................................................................... 25
  3.4.2 Interview ............................................................................................ 27
  3.4.3 Documentation .................................................................................... 28
3.5 Data Analysis Method .............................................................................. 28

CHAPTER IV. RESEARCH RESULT AND DISCUSSION
4.1 The Description on the Treatment ................................................................. 30
4.2 The Result of Supporting Data .................................................................... 30
  4.2.1 The Result of Interview....................................................................... 30
  4.2.2 The Result of Documentation .............................................................. 31
  4.2.3 The Result of Homogeneity Test Scores .............................................. 31’
  4.2.4 The Result of Try Out Test ................................................................... 32
    4.1.4.1 The Analysis of Difficulty Index .................................................... 32
    4.1.4.2 The Analysis of Reliability Coefficient ......................................... 33
4.3 The Result of Primary Data ....................................................................... 34
  4.3.1 The Result of Post Test Scores .............................................................. 34
  4.3.2 The Analysis of Post Test Result .......................................................... 35
4.4 Hypothesis Verification ............................................................................ 36
4.5 Discussion ................................................................................................. 37

CHAPTER V. CONCLUSION AND SUGGESTIONS
5.1 Conclusion ................................................................................................ 39
5.2 Suggestions ............................................................................................... 39
  5.2.1 The English Teacher .......................................................................... 39
  5.2.2 The Students ...................................................................................... 39
  5.2.3 The Future Researchers ...................................................................... 40
LIST OF APPENDICES

1. Research Matrix
2. Guideline of Instrument
3. The Result of Interview with The English Teacher
4. The Names of Respondents
5. The Students’ Score Final Exam in The First Semester
6. The Analysis of Students’ Score from English Teacher
7. The Member of Each Group
8. Lesson Plan 1
9. Lesson Plan 2
10. Lesson Plan 3
11. Post Test
12. The Odd Number Scores of Post Test Items on Each Respondent in Try Out Class VIII E (X)
13. The Even Number Scores of Post Test Items on Each Respondent in Try Out Class VIII E (Y)
14. The Difficulty Index of Each Test Items and its Interpretation
15. The Division of Odd and Even Number
16. The Scores of Post Test
17. The Highest and Lowest Score in Experimental Group
18. The Highest and Lowest Score in Control Group
19. The Schedule of The Research
LIST OF TABLES
THE LIST OF TABLES

Page
2.1 Classification of Prepositions ................................................................. 10
4.1 The Total Number of Year-8 Students of SMP Negeri 5 Tanggul-Jember in the
    2010/2011 Academic Year ................................................................. 31
4.2 The Output of Independent Sample T-test ................................................. 35
SUMMARY

The Effect of Using Guessing and Speculating Games with Single Pictures on Vocabulary Achievement of Grade 8 Students at SMP Negeri 1 Rowokangkung Lumajang; Faizatul Imroh, 0602104911; 2011:40 pages; English Education Program of Language and Arts Education department, the Faculty of Teacher Training and Education, Jember University.

Vocabulary is one of language components in English for Junior High School that must be mastered first by the students because vocabulary is the basic thing in learning language. The students generally have difficulty in learning English, especially in vocabulary. Their problems are usually caused by their ability in memorizing the English words they have learnt because the English words are quite different from their mother tongue. Therefore, the English teacher is expected to be able to cover the students’ problems in vocabulary. One of the strategies that can be used and applied by the English teacher is playing Guessing and Speculating Games with Single Picture in teaching vocabulary. Guessing and Speculation games are games in which the students guess and observe some kind of information from the pictures that the teacher has given. The information includes words, phrases, and the location of an object. Single pictures are pictures of single object such as pictures of person, object, and action. In this technique, the teacher divided the class into some groups. The students should guess from the clues. Starting from the first clue, it is the most difficult to guess. The second clue is easier than the first one. And if the second one cannot be guessed, the teacher gives the third clue and so on.

This research was conducted to know whether or not there was a significant effect of using Guessing and Speculating Games with single pictures on vocabulary achievement of grade 8 students at SMP Negeri 1 Rowokangkung Lumajang. The respondents of this research were grade 8 students of SMP Negeri 1 Rowokangkung Lumajang that were determined by using cluster random sampling by lottery. The
total number of the respondents was 48 students. The experimental group consisted of 26 students who were taught vocabulary by using Guessing and Speculating Games with single pictures. The control group consisted of 22 students who were taught vocabulary by using Question and Answer technique with single picture.

The primary data of this research were gained from the students’ vocabulary achievement in the form of post test scores. The supporting data were gained from the interview with the English teacher, documentation and observation guide. The primary data were collected from the post test to make comparison between the two groups after treatment, and analyzed by using Independent sample T-Test on SPSS (Statistical Package of Social Science). Based on the calculation, the value of sig column was 0.046 and this value was lower than 0.05. It means that there was statistically a difference between the experimental and control groups. Consequently, the null hypothesis ($H_0$) formulated: “there is no significant effect of using Guessing and Speculating games with pictures on the vocabulary achievement of grade 8 Students at SMP Negeri 1 Rowokangkung, Lumajang ” was rejected. On the other hand, the formulated alternative hypothesis: “there is significant effect of using Guessing and Speculating games with pictures on the vocabulary achievement of grade 8 Students at SMP Negeri 1 Rowokangkung, Lumajang” was accepted.

Indeed, it could be stated that Guessing and Speculating games with pictures significantly affected grade 8 students’ vocabulary achievement at SMP Negeri 1 Rowokangkung, Lumajang. Based on the result of this research, the teacher is recommended to use and apply Guessing and Speculating games with single pictures as the teaching technique especially in teaching vocabulary to make students interested in learning English. Further, the students are suggested to use Guessing and Speculating games with pictures in vocabulary to increase their vocabulary. Moreover, the future researchers are suggested to conduct further research dealing with a similar topic by using a different language skill and component, research area or research design such as classroom action research to improve the students’
vocabulary achievement through Guessing and Speculating games with pictures to improve the students’ vocabulary achievement.