

THE EFFECT OF USING TEAM GAMES TOURNAMENT (TGT) TECHNIQUE ON VOCABULARY MASTERY OF THE EIGHTH GRADE STUDENTS AT SMPN 13 JEMBER IN THE 2013/2014 ACADEMIC YEAR

THESIS

Proposed to Fulfill One of the Requirements to Obtain the Degree of S1 at the English Education Program of Language and Arts Education Department Faculty of Teacher Training and Education

Jember University

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I certify that this research is an original and authentic piece of work by the author

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DEDICATION

This thesis is honorably dedicated to:

- 1. My beloved parents (Budi Suharso, M.Pd and Inti Astuti, S.Pd). Thank you for your endless support, love, and prayer. Thanks for taught me to never give up. You are my strength to face the world;
- 2. My dearest sister, Barillinda Budi Astuti, S.Km, thanks for your support and affection;

MOTTO

"If language structures make up the skeleton of language, then it is vocabulary that provides the vital organs and flesh."

(Jeremy Harmer)

CONSULTANT'S APPROVAL

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Jember, 16 May 2014
The Writer

TABLE OF CONTENTS

	Page
TITLE PAGE	i
STATEMENT OF THESIS AUTHENTICITY	ii
DEDICATION	iii
MOTTO	iv
CONSULTANTS' APPROVAL SHEET	v
APPROVAL OF THE EXAMINATION COMMITTEE	vi
ACKNOWLEDGEMENT	vii
TABLE OF CONTENTS	viii
THE LIST OF TABLES AND DIAGRAM	ix
THE LIST OF APPENDICES	X
SUMMARY	xi
I. INTRODUCTION	
1.1 The Background of the Research	1
1.2 The Problems of the Research	5
1.3 The Objectives of the Research	6
1.4 The Significance of the Research	6
II. REVIEW OF RELATED LITERATURE	
2.1 Vocabulary Definition	7
2.2 Vocabulary Types	8
2.2.1 Nouns	10
2.2.2 Verbs	12
2.2.3 Adjectives	13
2.2.4 Adverbs	14
2.3 The Role of Vocabulary on Language Skills.	15
2.4 Cooperative Learning	16
2.5 Team Games Tournament (TGT)	20

	2.5.1 The Characteristics of Team Games T	ournament	22
	2.5.2 The Procedures of Team Games Tour	nament	25
	2.5.3 The Procedures of Team Games Tour	nament (TGT) in Teaching	
	Vocabulary		29
	2.5.4 Things Prepared in Teaching Vocabul	ary using Team Games	
	Tournament (TGT)		31
	2.5.5 The Advantage and Disadvantage of	Team Games Tournament	32
	2.6 Research Hypothesis		34
III.	RESEARCH METHOD		
	3.1 Research Design		35
	3.2 Area Determination Method		38
	3.3 Respondent Determination Method		39
	3.4 Data Collection Methods		39
	3.4.1 Test		39
	3.4.2 Interview		44
	3.4.3 Documentation		45
	3.5 Operational Definition of the Terms		45
	3.5.1 Team Games Tournament		45
	3.5.2 Vocabulary Mastery		46
	3.6 Data Analysis Method		46
IV.	RESEARCH RESULTS AND DISCUSS	ION	
4	1.1 The Secondary Data		48
4	4.2 The Result of Homogeneity Test		49
4	4.3 Try Out Test Administration		52
	4.3.1 The Analysis of Try out for Vocabula	ry Test	53
	4.3.1.1 The Validity of the Test		53
	4.3.1.2 The Analysis of Reliability Coe	fficient	54
	4.3.1.3 The Analysis of Difficulty Inde	x	56

4.4 The Result of Primary Data	57
4.4.1 The Result of Vocabulary Post Test	57
4.4.2 The Hypothesis Verification	61
4.5 Discussion	61
V. CONCLUSION AND SUGGESTIONS	
5.1 Conclusion	68
5.2 Suggestions	68
5.2.1 The English Teacher	68
5.2.2 The Researcher	69
5.2.3 The Other Researchers	69
REFERENCES	70
APPENDICES	

THE LIST OF TABLES AND DIAGRAM

A.	List of Tables	Page
	Table 2.1 The Form of Regular Verbs	12
	Table 2.2 The Form of Irregular Verbs	13
	Table 2.3 Cooperative Learning Scales Showing Compinents with	
	Group Learning Subject	19
	Table 2.4 Cooperative Learning Scales Showing Components with	
	Individual Learning Subject	19
	Table 3.1 Scoring Scheme of Post Test	40
	Table 4.1 The Distribution of the Eighth Grade Students at SMPN 13	3
	Jember in the 2013/2014 Academic Year	49
	Table 4.2 The Result of Variance Computation	50
	Table 4.3 The Result of Homogeneity Test Using ANOVA	52
В.	List of Diagram	
	2.1 The Diagram of Traditional Perspective on Types of Vocabulary	9
	2.2 The Diagram of Tournament Table in TGT Technique	25
	2.3 The Diagram of TGT Procedures	25
	2.4 The Diagram of Tournament Rules in TGT	28
	2.5 The Diagram of Rumping in TGT	29

THE LIST OF APPENDICES

	Page
Appendix A. Research Matrix	75
Appendix B. The Schedule of the Research	76
Appendix C. Interview Guideline and Documentation Guideline	77
Appendix D. The Previous Score of Experimental class in odd semester	78
Appendix E. Vocabulary Try Out Test	79
Appendix F. The Difficulty Index of the Vocabulary Test Try Out raw	88
Appendix G. Try Out Result of Odd Numbers raw	91
Appendix H. Try Out Result of Even Numbers raw	92
Appendix I. The difficulty index of the Vocabulary Test Try Out filtered	93
Appendix J. Try Out Result of Odd Numbers filtered	95
Appendix K. Try Out Result of Even Numbers filtered	96
Appendix L. The Division of Odd and Even Numbers in Try Out	
Appendix M. List of Students of Group Study in Experimental Group	
Appendix O. Attendance List of Experimental Group	
Appendix P. Students' Score of Homogeneity Test	
Appendix Q. Assigning Students to Team Study	
Appendix R. Assigning Students to Tournament Tables	
Appendix S. Tournament Score Sheet.	107
Appendix T. Lesson Plan for the First Meeting	108
Appendix U. Lesson Plan for the Second Meeting	
Appendix V. The Vocabulary Post Test	
Appendix W. T-table	
Appendix X. The Result of Vocabulary Post Test of the Experimental Group	
and Control Group	157
Appendix Y. Surat Permohonan Izin Penelitian	158
Annandix 7 Surat Katarangan Panalitian	150

SUMMARY

The effect of using Team Games Tournament (TGT) technique on vocabulary mastery of the eighth grade students at SMPN 13 Jember in the 2013/2014 academic year; Ainun Elvilla Nur Laili, 080210491046; 2014: 49; English Language Education Study Program, Language and Arts Department, Faculty of Teacher Training and Education, Jember University

Vocabulary is obviously a very important element of mastering a second language. If we want to use language effectively, we must have good stock of vocabulary. Communication in second language without words to express a wide range of meanings cannot happen in any meaningful way. That is why, build up a large store of vocabularies are very important especially for EFL students.

Learning English vocabularies is not easy for the students in Junior High school who are considered as young learners. Nguyen and Khuat (2003:4) state that for many learners studying English as foreign language, vocabulary learning is considered as boring, as they have to memorize unfamiliar words and they are asked to complete lots of exercises. In order to make the students more excited in learning English vocabulary, the researcher planned to use a technique which can make the atmosphere in the classroom more pleasant. To create such pleasant atmosphere, the researcher planned to apply Team Games Tournament (TGT) Technique in teaching vocabulary. Using TGT as a technique in teaching learning process is one of way that may have a significant effect for the students on their vocabulary mastery.

This research was an experimental research. The purpose of this research was to know whether the use of Team Games Tournament as a technique in teaching learning process on vocabulary mastery of the eighth grade students at SMP Negeri 13 Jember in the 2013/2014 academic year was significant or not. The area of this research was SMPN 13 Jember. It was chosen purposively because the research about the use of TGT to teach vocabulary has never been conducted at this school. Another reason was that the researcher got permission to conduct a research in this school.

The respondents of this research were the eighth grade students at SMPN 13 Jember in the 2013/2014 academic year. The research respondents were determined by using cluster random sampling based on the result of homogeneity test which had been analyzed by using ANOVA. All of classes in the eighth grade are heterogeneous. To choose two classes as control and experimental group, two classes that had the same or closest mean difference were chosen. The total numbers of the respondents were 60 students that consisted of 31 students from class VIII-C as experimental group that was taught vocabulary by using TGT, while the control group consisted of 29 students of VIII-D that was taught by using lecturing technique.

The primary data of this research were collected from the students' scores of English vocabulary post test, while the supporting data were gained from interview and documentation. The result of vocabulary post test is used to make comparison between the two groups after the treatment done. The results of the vocabulary post test were analyzed by using t-test formula. The result of the analysis indicated that the statistical value of t-test was 2.26, while the t-table with the significant level of 5% and the Degree of Freedom (Df) of 58 was 2.00. The value of t-test was 2.26 and it was higher than 2.00 (2.26>2.00). Therefore, the alternative hypothesis (Ha): "There is a significant effect of using Team Games Tournament Technique on vocabulary mastery of the Eighth Grade Students at SMPN 13 Jember in the 2013-2014 Academic Year" was accepted. It means that the experimental group which was taught vocabulary by using Team Games Tournament Technique gave better result than the control group which was taught vocabulary by using Lecturing method.



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