



THE EFFECT OF USING BINGO GAME ON THE VOCABULARY
ACHIEVEMENT OF GRADE SEVEN STUDENTS
AT SMP NEGERI 1 BANGSALSARI

THESIS

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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
LANGUAGE AND ARTS DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
JEMBER UNIVERSITY**

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DEDICATION

This thesis is honorably dedicated to :

- 1. My beloved parents, Imam Ghojali and Siti Hawa, and my sisters Rina Wulaning Suci and Rani Yus Pita. Thanks for your love and support. This thesis is dedicated to you for your never-ending love.*
- 2. All of my beloved friends, thank you for always giving me support in doing my thesis.*
- 3. All of my beloved teachers and my beloved lecturers, thank you very much because it is impossible for me to have the achievement without your knowledge, help and guidance.*

MOTTO

“Quality of using language depends on the quantity and quality of vocabulary which someone has”.

Tarigan, H. G. 1998

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I believe that this thesis might have some weaknesses. Therefore, any criticism from those who really want to improve the thesis will be wisely appreciated.

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Writer

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SUMMARY

The Effect of Using Bingo Game on The Vocabulary Achievement of Grade Seven Students at SMP Negeri 1 Bangsalsari ; Ria Safitri Anti, 070210491069; 2012:54 pages; English Education Study Program, Language and Arts Department, Faculty of Teacher Training and Education, Jember University.

Vocabulary is one of the language components that plays an important role in the process of learning English. Tarigan (1989:2) states that the richer someone masters vocabulary, the bigger chance to master the language. It means that the quality of someone's language skill depends on his quality and quantity of vocabulary they have. In learning vocabulary, many students have difficulty in memorizing the meaning of the word. Because of that reason, the teacher needs an alternative way that can help the students understand the meaning of vocabulary easily. Bingo game can be an alternative way in teaching learning vocabulary.

This research was an experimental research. The purpose of this research was to know whether or not there is a significant effect of using Bingo game on grade seven students' vocabulary achievement at SMP Negeri 1 Bangsalsari. The research design was quasi experimental research. It was begun from conducting homogeneity test, deciding the experimental class and control class, giving treatment to the experimental class, giving the same posttest to the two classes, and the last was analyzing the result of the posttest by using t-test formula.

The area of this research was SMP Negeri 1 Bangsalsari. It was chosen purposively because the use of Bingo game had never been applied in the teaching learning process of vocabulary at this school. The respondents of this research were grade seven students of SMP Negeri 1 Bangsalsari. Homogeneity test in the form of vocabulary achievement test was applied to know the homogeneity of population.

Based on the result of ANOVA analysis the condition of the grade seven students of SMP Negeri 1 Bangsalsari was homogeneous. Therefore VII.A and VII.E

were chosen as the research respondents. In condition, lottery was done to determine the research samples and divided them into experimental group and control group.

Before giving post test to the two groups, try out was conducted to know whether the test items were suitable for the students' level of comprehension. In addition, it was also to know whether the test needed to be revised or not. The post test was given to two classes after each group received the teaching learning process of vocabulary twice.

The primary data of this research which were collected from the students' scores of vocabulary achievement test can be seen *in appendix 7*. The supporting data were gained from interview with the teacher and documentation can be seen *in appendix 10*. The primary data were collected and then analyzed by using T-test formula. The result of T-test in this research showed that there was significant effect of using Bingo game on the vocabulary achievement of grade seven students. It was proven by the result of statistic value that was 3.96 and t-table value with significant level of 5% was 2.00. It means that the statistic value was higher than t-table value. It could be understood that there is a significant effect of using Bingo game on the vocabulary achievement of grade seven students at SMP Negeri 1 Bangsalsari. Therefore, it is suggested that the English teacher uses Bingo game as a fun way in teaching learning English, especially in teaching vocabulary.