



**THE EFFECT OF USING BINGO GAME ON GRADE SEVEN STUDENTS'  
VOCABULARY ACHIEVEMENT AT SMPN 1 SEMPU BANYUWANGI**

**THESIS**

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JEMBER UNIVERSITY**

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Proposed to Fulfill One of the Requirements to Obtain the Degree of S1 at the  
English 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, Zaenal Aripin and Nurhayati, and my sister Dewi Rahayu, thanks for your love and support. This thesis is dedicated to you for your never-ending love;*
- 2. My fiancé, Mokhamat Khamami, thank you for always standing in my side when I cry and give up in doing my thesis.*

## **MOTTO**

*"Vocabulary enables us to interpret and to express. If you have a limited vocabulary, you will also have a limited vision and a limited future."*

*(Jim Rohn)*

**CONSULTANT'S APPROVAL**

**THESIS**

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## **APPROVAL**

The thesis entitled “The Effect of Using Bingo Game on Grade Seven Students’ Vocabulary Achievement at SMPN 1 Sempu Banyuwangi” is approved and accepted by the Faculty of Teacher Training and Education, Jember University on:

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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.

Jember, February 2011

The Writer

## TABLE OF CONTENT

	<b>Page</b>
<b>TITLE PAGE .....</b>	<b>i</b>
<b>DEDICATION.....</b>	<b>ii</b>
<b>MOTTO .....</b>	<b>iii</b>
<b>CONSULTANTS' APPROVAL .....</b>	<b>iv</b>
<b>EXAMINERS' APPROVAL.....</b>	<b>v</b>
<b>ACKNOWLEDGEMENT .....</b>	<b>vi</b>
<b>TABLE OF CONTENT .....</b>	<b>vii</b>
<b>THE LIST OF TABLES.....</b>	<b>x</b>
<b>THE LIST OF APPENDICES.....</b>	<b>xi</b>
<b>SUMMARY .....</b>	<b>xii</b>
<b>CHAPTER 1. INTRODUCTION .....</b>	<b>1</b>
<b>1.1 Background of the Research .....</b>	<b>1</b>
<b>1.2 Problem of the Research.....</b>	<b>4</b>
<b>1.3 Operational Definition of the Key Term.....</b>	<b>4</b>
1.3.1 Bingo Game .....	5
1.3.2 Vocabulary Achievement.....	5
1.3.2.1 Large Vocabulary .....	6
1.3.2.2 Small Vocabulary .....	6
1.3.3 The students .....	6
<b>1.4 The Objective of the Research .....</b>	<b>6</b>
<b>1.5 Significance of the Research.....</b>	<b>7</b>
1.5.1 The English Teacher.....	7
1.5.2 The Students .....	7
1.5.3 The Future Researchers .....	7



<b>CHAPTER 2. REVIEW OF RELATED LITERATURE .....</b>	<b>8</b>
<b>2.1 The Definition of Vocabulary.....</b>	<b>9</b>
<b>2.2 Classification of Vocabulary .....</b>	<b>10</b>
<b>2.3 The Teaching of Vocabulary in Junior High School .....</b>	<b>17</b>
<b>2.4 The Kinds of Text Taught In Grade Seven of Junior         High School.....</b>	<b>18</b>
<b>2.5 The Definitions of Games .....</b>	<b>19</b>
<b>2.6 The Advantages of Learning Vocabulary         through Games .....</b>	<b>19</b>
<b>2.7 Games in Language Teaching.....</b>	<b>20</b>
<b>2.8 Kinds of Game to Teach Vocabulary .....</b>	<b>21</b>
<b>2.9 Bingo Game in Brief .....</b>	<b>23</b>
<b>2.10 Research Hypothesis.....</b>	<b>32</b>
<b>CHAPTER 3. RESEARCH METHODS .....</b>	<b>33</b>
<b>3.1 Research Design .....</b>	<b>33</b>
<b>3.2 Area Determination Method.....</b>	<b>35</b>
<b>3.3 Participant Determination Method .....</b>	<b>36</b>
<b>3.4 Data Collection Method.....</b>	<b>36</b>
3.4.1 Test.....	36
3.4.2 Interview .....	40
3.4.3 Documentation.....	40
<b>3.5 Data Analysis Method.....</b>	<b>40</b>
<b>CHAPTER 4. RESULT AND DISCUSSION .....</b>	<b>42</b>
<b>4.1 The Results of Supporting Data.....</b>	<b>42</b>
4.1.1 The Result of Interview .....	43
4.1.2 The Result of Documentation.....	43
<b>4.2 The Result of Homogeneity Test.....</b>	<b>44</b>

<b>4.3</b>	<b>The Description of the Treatments .....</b>	<b>44</b>
<b>4.4</b>	<b>The Analysis of the Try out Scores .....</b>	<b>45</b>
	4.4.1 The Analysis of Test Validity.....	45
	4.4.2 The Analysis of Reliability Coefficient.....	45
	4.4.3 The Analysis of Difficulty Index.....	46
<b>4.5</b>	<b>The Results of the Main Data.....</b>	<b>46</b>
	4.5.1The Analysis of Posttest.....	47
	4.5.2 The Hypothesis Verification.....	47
	4.5.3 DRE (Degree of Relative Effectiveness).....	47
<b>4.6</b>	<b>Discussion.....</b>	<b>48</b>
 <b>CHAPTER 5. CONCLUSION AND SUGGESTION.....</b>		<b>52</b>
<b>5.1</b>	<b>Conclusion.....</b>	<b>52</b>
<b>5.2</b>	<b>Suggestion.....</b>	<b>52</b>
	5.2.1The English Teacher.....	53
	5.2.2 The Students.....	53
	5.2.3 The Other Researchers.....	53
 <b>REFERENCES</b>		
<b>APPENDICES</b>		

## THE LIST OF TABLES

<b>List of Tables</b>	<b>Page</b>
4.1 The Schedule of Administering the Research.....	42
4.2 The Total Number of Grade Seven Students of SMPN 1 Sempu in 2010/2011 Academic Year .....	43
4.3 The Schedule of Administering the Treatment .....	45

## THE LIST OF APPENDICES

	<b>Page</b>
A. Research Matrix .....	58
B. Supporting Data Instruments.....	59
C. The Result of Interview.....	60
D. Homogeneity Test .....	62
E. The Result of Homogeneity Test .....	65
F. Lesson Plan meeting 1 .....	66
G. Lesson Plan meeting 2 .....	82
H. Lesson Plan meeting 3 .....	94
I. Lesson Plan meeting 4 .....	109
J. Post Test.....	122
K. Post Test Answer Sheet.....	126
L. The Analysis of Reliability Test .....	127
M. The Output of Reliability Test by using Pearson Correlation in SPSS.....	129
N. The Difficulty Index of Test Item .....	130
O. The Distribution of The Test Item .....	131
P. The Result of Post Test .....	132
Q. The Output of Independent Sample T-Test of Vocabulary Score.....	133
R. Permission Letter for Conducting Research from the Faculty of Teacher Training and Education of Jember University .....	134
S. Statement Letter for Accomplishing the Research from SMPN 1 Sempu Banyuwangi Jember III.....	135
T. Consultation Sheets.....	136
U. Example of Students' Post Test Answer Sheet.....	137

## SUMMARY

**The Effect of Using Bingo Game on Grade Seven Students' Vocabulary Achievement at SMPN 1 Sempu Banyuwangi; Eka Afrida Ermawati, 060210401258 ; 2011: 52 Pages; English Education Study Program, Language and Arts Department, Faculty of Teacher Training and Education, Jember University.**

Vocabulary is one of language components that plays an important role in the process of learning English. Tarigan (1989:2) argues that the quality of someone's language skill depends on his quality and quantity of vocabulary they have. The richer someone masters vocabulary, the bigger chance to master the language. In learning vocabulary, students have difficulty in memorizing the meaning of the word. This statement is in line with Batia's idea (1988:6) who says that most of the problems in vocabulary learning pertain to the acquisition of meaning. Because of that reason, the teacher needs to use a technique that can help the students in understanding the meaning of vocabulary easily.

To solve the problem above, the researcher used Bingo Game as a technique to help the students memorize and understand the meaning of new vocabulary. The researcher used game because it can create relax atmosphere and can motivate students in learning. As Ludewig and Swan (2007: xi) say games are fun and fun is motivating. Moreover Wright et.al (1996:1) say that games not only can encourage and help students sustain their interest and work but they can also help the teacher to create context in which language can be meaningful and useful. This means that Games can be very useful and meaningful in language learning process.

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 SMPN 1 Sempu Banyuwangi.

The research design was quasi experiment. It began from conducting homogeneity test, deciding the experimental class and control class, giving treatment

to the experimental class, giving the same posttest to the both classes, and the last analyzing the result of the posttest by using t-test.

The area of this research was SMPN 1 Sempu Banyuwangi. It was chosen because Bingo Game had never been used by the English teacher in teaching English especially for teaching Vocabulary. Based on the result of the homogeneity test, class VIIG and class VIIF were chosen as the experimental class and the control class.

The result of this research showed that there was a significant effect of using Bingo Game on grade seven students' vocabulary achievement. It was proven by the value of significant column of t-test table by using SPSS Software was 0.011. it was lower than 0.05. Moreover, the degree of relative effectiveness of using Bingo Game on Vocabulary achievement was 08.02% more effective than teaching vocabulary in a conventional way.

Based on the explanation above it was concluded that; there is a significant effect of using Bingo Game on grade seven students' vocabulary achievement at SMPN 1 Sempu Banyuwangi.