



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



THESIS

By

RIAN PURNI ANTI

NPM.01211901069

ENGLISH LANGUAGE EDUCATION STUDY PROGRAM

LANGUAGE AND ARTS DEPARTMENT

FACULTY OF TEACHER TRAINING AND EDUCATION

JEMBER UNIVERSITY

2012



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

THESIS

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

**RIAN PURI ANTI
NIM 070210491069**

ENGLISH LANGUAGE EDUCATION STUDY PROGRAM

LANGUAGE AND ARTS DEPARTMENT

FACULTY OF TEACHER TRAINING AND EDUCATION

JEMBER UNIVERSITY

2012

CONSULTANT'S APPROVAL

THE EFFECT OF USING BINGO GAME ON THE VOCABULARY ACHIEVEMENT OF GRADE SEVEN STUDENTS

AT SMP NEGERI 1 BANGSALSARI

THE

Proposed to Fulfill One of Requirement to Obtain the Degree of S1 at the English
Education Program, Language and Arts Education Department, the Faculty of

Teacher Training and Education
Jember University

Name : Ria Safitri Anti

Identification Number : 070210491069

Level : 2007

Place and Date of Birth : Jember, 16th 1989

Department : Language and Arts Education

Program : English Education

Approved by:

Consultant I

Consultant II

Dra. Zakiyah Tasnim, M.A.
NIP. 19630323 198902 2 001

Dra. Made Adi Andayani T, M.Ed
NIP. 19620110 198702 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.

Date : 6th October 2012

Place : The Faculty of Teacher Training and Education

Examiners Team

The Chairperson

Secretary

Drs. S. Larsono, M.Pd
NIP. 1993442

Dra. M. Adi Andaya, T, M.Ed
NIP. 1920110 198702 2001

The members

1. Dr. Annur Rohi, M.A., M.Sc
NIP. 196810251999031001

1. _____

2. Dra. Zakiah Tasnim, M.A.
NIP. 19650223 198902 2 001

2. _____

The Faculty of Teacher Training and Education
The Dean,

Drs. Imam Muchtar, S.H., M.Hum.
NIP. 195407121980031005

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



ACKNOWLEDGEMENT

First and foremost, I would like to express my greatest gratitude to Allah SWT for blessing me and giving me strength so that I can finish writing the thesis entitled “The Effect of Using Bingo Game on The Vocabulary Achievement of Grade Seven Students at Smp Negeri 1 Bangsalsari”.

In relation to the writing and finishing of this thesis, I would like to express the deepest and sincerest thanks to:

1. The Dean of the Faculty of Teacher Training and Education, Jember University
2. The Chairperson of The Language & Arts Department
3. The Chairperson of English Language Education Study Programs
4. The first and second consultants, Dra.Zakiyah Tunim, M.A and Dra. Made Ani Andayani Tri, Ed. Thank you for spending your time and giving me suggestions and many ideas to make my thesis better.
5. The lecturers of the English Language Education Study Program who have given me moral supports to work harder in my attempt to complete the thesis
7. The examination committee that has given me a lot of suggestion
8. The principal and the English teachers of SMP Negeri 1 Bangsalsari for giving me an opportunity, help, and support to conduct this research
9. The grade seven students of SMP Negeri 1 Bangsalsari in 2012/2013 academic year especially VII A and VII B

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, 6th October 2012

Writer

TABLE OF CONTENTS

COVER.....	i
CONSULTANT’S APPROVAL	ii
APPROVAL OF THE EXAMINATION COMMITTEE	iii
DEDICATION.....	iv
MOTTO	v
ACKNOWLEDGE.....	vi
TABLE OF CONTENTS.....	vii
LIST OF APPENDICES.....	x
LIST OF TABLES.....	xi
SUMMARY.....	xii
CHAPTER 1. INTRODUCTION.....	1
1.1. Background of the Research	1
1.2. Problem of the Research.....	4
1.3. The Objective of the Research.....	4
1.4. The Significance of the Research.....	5
1.4.1. The English Teacher.....	5
1.4.2. The Student.....	5
1.4.3. The Future Researcher.....	5
CHAPTER 2. RELATED LITERATURE REVIEW.....	6
2.1. Vocabulary	6
2.2. Classification of Vocabulary.....	7
2.2.1. Nouns.....	7
2.2.2. Verbs.....	9
2.2.3. Adjectives	10

2.2.4. Adverbs.....	11
2.3. Teaching Vocabulary in Junior High School	12
2.4. Games.....	13
2.5. Kinds of Games.....	14
2.6. Advantages of Learning Vocabulary Through Bingo Games.....	17
2.7. The Disadvantages of Using Bingo Games in Teaching Vocabulary	18
2.8. Game in Language Teaching.....	18
2.9. Bingo Games.....	19
2.10. The Procedure of Playing Bingo Game.....	26
2.11. Research Hypotheses.....	28

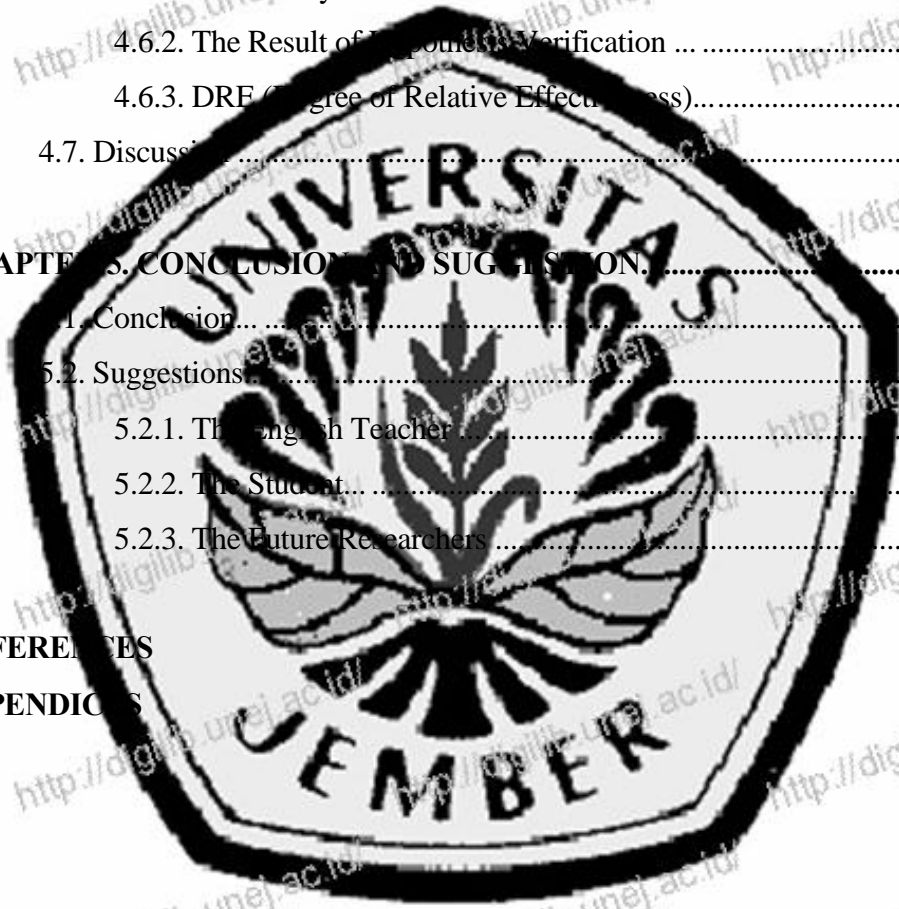
CHAPTER 3. RESEARCH METHOD..... 29

3.1. Research Design.....	29
3.2. Area Determination Method.....	31
3.3. Respondent Determination Method.....	31
3.4. Operational Determination of the Terms	32
3.4.1. Bingo Game.....	32
3.4.2. Vocabulary Acquisition.....	33
3.5. Data Collection Method.....	33
3.5.1. Test.....	33
3.5.2. Observation.....	38
3.5.3. Interview.....	38
3.5.4. Documentation.....	38
3.6. Data Analysis Method.....	38

CHAPTER 4. RESULT AND DISCUSSION..... 40

4.1. The Result of Interview.....	40
4.2. The Result of Documentation	41
4.3. The Result of Homogeneity Test	42

4.4. The Analysis of Try Out Score	42
4.4.1. The Analysis of Reliability Coefficient.....	42
4.4.2. The Analysis of Difficulty Index.....	45
4.5. The Description of Treatment	47
4.6. The Result of Post Test	48
4.6.1. Data Analysis of Post Test.....	48
4.6.2. The Result of Hypothesis Verification	50
4.6.3. DRE (Degree of Relative Effectiveness).....	50
4.7. Discussion	51
CHAPTER 5. CONCLUSION AND SUGGESTION.	53
5.1. Conclusion.....	53
5.2. Suggestions.....	53
5.2.1. The English Teacher	53
5.2.2. The Student.....	53
5.2.3. The Future Researchers	53
REFERENCES	
APPENDICES	

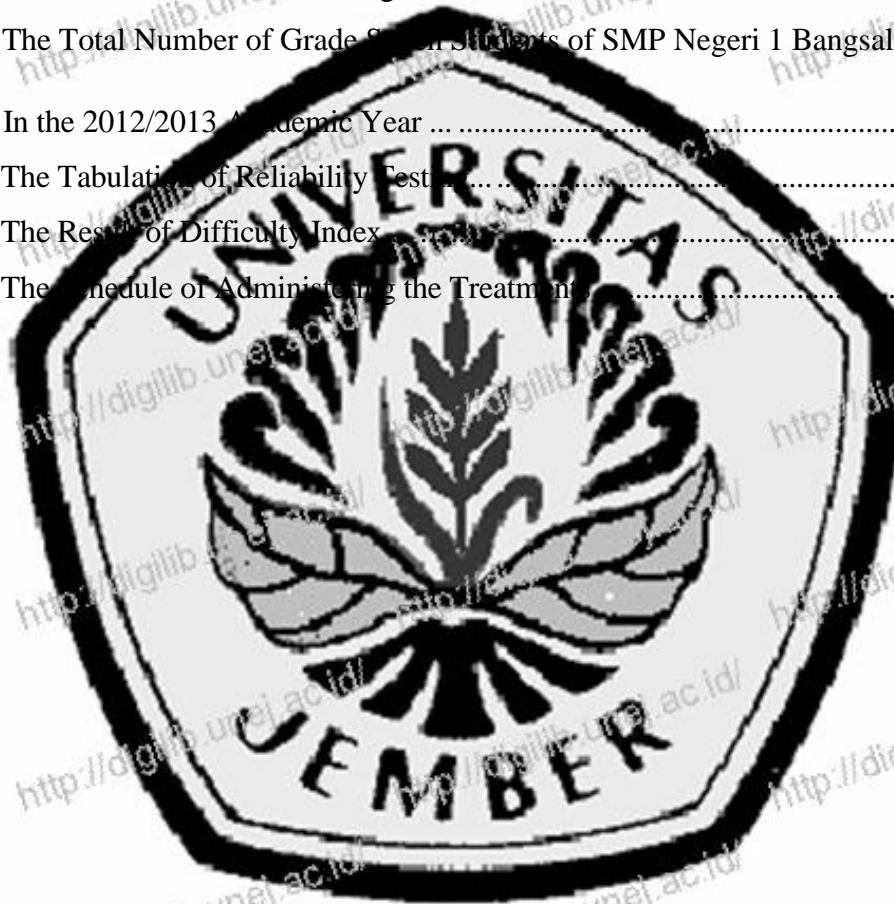


THE LIST OF APPENDICES

	Page
Appendix 1. Research Matrix	59
Appendix 2. Homogeneity Test	61
Appendix 3. The Tabulation of Homogeneity Test of Grade Seven Student at SMP Negeri 1 Bangsalsari.....	65
Appendix 3a. Calculation of Homogeneity Test by Using ANOVA.....	67
Appendix 4. LESSON PLAN 1	69
Appendix 5. LESSON PLAN 2	91
Appendix 6. Post Test.....	111
Appendix 7. The Names and Scores of the Sample.....	115
Appendix 8. The Even Numbers Score of the Post Test Items.....	117
Appendix 8a. The Odd Numbers Score of the Post Test Items.....	119
Appendix 9. Tabulation of the Result of Post Test.....	121
Appendix 10. Supporting Data.....	123
Appendix 11. Permission Letter of Conducting Research from the Faculty of Teacher Training and Education Jember University.....	126
Appendix 12. Statement Letter for Accomplishing the Research from SMP Negeri 1 Bangsalsari	127
Appendix 13. Students' worksheet of the Control group.....	128
Appendix 14. Students' worksheet of the Experimental group	133

THE LIST OF TABLES

	Page
The Table Specification of the Homogeneity Test	35
The Table Specification of the Post Test	35
4.1. The Schedule of Administering the Research.....	40
4.2. The Total Number of Grade Seven Students of SMP Negeri 1 Bangsalsari In the 2012/2013 Academic Year	41
4.3. The Tabulation of Reliability Test	43
4.4. The Result of Difficulty Index	46
4.5. The Schedule of Administering the Treatment	48



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. Hargan (1972) 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 student 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 has never been applied in the teaching learning process of vocabulary at this school. The respondee of this research was 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 for 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 8*. 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 3.93 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.