



**THE EFFECT OF GUESSING GAMES
ON THE EIGHTH YEAR STUDENTS' VOCABULARY ACHIEVEMENT AT SMPN 03
BALUNG JEMBER IN THE 2012/2013 ACADEMIC YEAR**

THESIS

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**ENGLISH EDUCATION STUDY PROGRAM
LANGUAGE AND ARTS DEPARTMENT
THE FACULTY OF TEACHER TRAINING AND EDUCATION
THE UNIVERSITY OF JEMBER
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Composed to fulfill one of the requirements to obtain the S1 degree at the English Education Study Program, Language and Art Department, Faculty of Teacher Training and Education, The University of Jember

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DEDICATION

This thesis is honorably dedicated to:

1. My beloved parents, *Munaryono S.Pd.*, and *Musrifah S.Pd.SD*,
2. My beloved sisters, *Khoirotun Niswah and Indana Lazulfa*, and
3. My inspiration, Mohammad Arif Efendi.

MOTTO

Love word. You have to really want to learn new vocabulary if you're going to succeed *)

*) <http://www.englishindo.com/2011/11/7-cara-memperkaya-kosakata-bahasa.html>

STATEMENT OF THESIS AUTHENTICITY

I certify that this research is an original and authentic piece of work by the author himself. All materials incorporated from secondary sources have been fully acknowledged and referenced.

I certify that the content of the thesis is the result of work which has been carried out since the official commencement date of the approved thesis title; this thesis has not been submitted previously, in whole or in part, to qualify for any other academic award; ethics procedure and guidelines of the thesis writing from the university and the faculty have been followed

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Signature : _____

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Date : 18 Februari 2013

CONSULTANT'S APPROVAL

**THE EFFECT OF GUESSING GAMES
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3. The Chairperson of the English Education Program.
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Finally, I do hope that this thesis will give a useful contribution as well as reference for the sake of the improvement of English teaching, especially the teaching vocabulary. Any criticism and valuable suggestion would be appreciated.

Jember, February 2013

The Writer

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SUMMARY

The Effect of Guessing Games on the Eighth Year Students' Vocabulary Achievement at SMPN 03 Balung in the 2012/2013 Academic Year.; Mazidatuz Zahro, 070210491119; 2012:46 pages; English Education Program, Language and Arts Department, The Faculty of Teacher Training and Education, The University of Jember.

Vocabulary is one of the important components in English teaching learning process. In learning English, students should be able to understand words being used because by understanding the vocabulary of the target language, it will be easier for them to get the idea of what they have learnt. In fact, it is often found that the students learn English as a foreign language still face a lot of difficulties in mastering the language due to the lack of vocabulary. The students often feel it difficult to memorize a number of vocabularies that must be mastered by them.

Knowing the importance of vocabulary, English teacher must be aware of the significance in applying an appropriate teaching technique. One of the techniques that may be taken by the teacher in learning vocabulary is guessing games. Games are self-motivating because they offer a challenge and appeal that can commonly be met successfully. The use of games is a wonderful way to break the routine of class activities. Games also motivate the students to enrich their vocabulary.

The objective of the research was to know whether or not there is a significant effect of teaching vocabulary by using guessing games on the eighth year students' vocabulary achievement at SMPN 03 Balung in the 2012/2013 academic year. The research design was quasi experimental. The type of the quasi experimental research was post-test only control group design. The population of the research was the eighth year students of SMPN 03 Balung in the 2012/2013 academic year. The research respondents were the eighth year students of SMPN 03 Balung. The total number of respondents was 71 students, divided into the experimental group and the

control group. The experimental group consisted of 35 students who were taught vocabulary by using guessing games. The control group consisted of 36 students who were taught vocabulary by lecturing method. The area of this research was SMPN 03 Balung. It was chosen purposively.

The primary data of this research were collected from the students' posttest, while the supporting data were collected by interview and documentation. The primary data were collected to make the comparison between the two groups after the treatment, and they were analyzed by using t-test formula with 5% of significant level. The result of the calculation showed that t-statistical value of t-test was higher than that of t-table. They are $2.68 > 2.00$, and the degree of freedom (df) was 69 (60 is the nearest range). It means that the null hypothesis was rejected, while the alternate hypothesis was accepted.

The research results proved that there was a significant effect of the guessing games on the eighth year students' vocabulary achievement at SMPN 03 Balung in the 2012/2013 academic year. The researcher suggests the English teacher to use guessing games in teaching vocabulary achievement, since it was effective to improve the students' vocabulary achievement.