



**Improving the Seventh Grade Students' Vocabulary Achievement
by Using Word Guessing Game Technique at SMP Negeri 1
Tempeh Lumajang in the 2013/2014 Academic Year.**

THESIS

By:

LAILA RETNO WATI

090210401005

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

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Composed to Fulfill One of the Requirements to Obtain S1 Degree at the English
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DEDICATION

This thesis is honorably dedicated to:

1. My beloved parents, Sudariyanto and Suliswati.
2. My beloved grandparents, Supar, Nganti, Makjem and Mimin.
3. My beloved brothers, Supanji, Suyanto , Ahmad Efendi and Zaky Ali Majid.

MOTTO

“You have to learn the rules of the game. And then you have to play better than anyone else.”

Albert Einstein

<http://addicted2success.com/quotes/30-famous-quotes-that-will-inspire-success-in-you/>

STATEMENT OF THESIS AUTHENTICITY

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Jember, 2014

The writer

LAILA RETNO WATI
090210401005

CONSULTANTS' APPROVAL

IMPROVING THE SEVENTH GRADE STUDENTS' VOCABULARY ACHIEVEMENT BY USING WORD GUESSING GAME TECHNIQUE AT SMP NEGERI 1 TEMPEH IN THE 2013/2014 ACADEMIC YEAR.

THESIS

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

Name : Laila Retno Wati
Identification Number : 090210401005
Level : 2009
Place, Date of Birth : Lumajang, March 11th, 1991
Department : Language and Arts
Program : English Education

Approved By:

Consultant I

Consultant II

Drs.Sugeng Ariyanto,Dip.TESOL,MA.
NIP.195904121987021001

Drs.I Putu Sukmaantara,M Ed
NIP. 196404241990021003

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.

Day :

Date :

Place : The Faculty of Teacher Training and Education

The Examination Committee;

The Chairperson

The Secretary

Drs. Bambang Suharjito, M.Ed.
NIP. 196110251989021004

Drs. I Putu Sukmaantara, M.Ed
NIP. 196404241990021003

The members,

1. Drs. Sugeng Ariyanto, Dip. TESOL, MA. 1.
NIP. 195904121987021001
2. Dra. Hj. Zakiyah Tasnim, MA 2.
NIP. 196201101987022001

The Dean,

The Faculty of Teacher Training and Education

Prof. Dr. Sunardi, M. Pd
NIP. 19540501 198303 1 005

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I do realize that it is hard for me to write up this thesis without the supervision and the cooperation of the following people. At this occasion, I would like to express my deepest appreciation and sincerest thanks to the following people:

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2. The Chairperson of the Language and Arts Department,
3. The Chairperson of the English Education Programs,
4. My Consultants, Drs.Sugeng Ariyanto,Dip.TESOL,MA and Drs.I Putu Sukmaantara,M. Ed, for the time, knowledge, guidance, patience and careful correction that enable me to finish my thesis,
5. The Examiners who have given me input to the completion of this thesis,
6. The Principal of SMPN 1 Tempeh-Lumajang, the English teacher, and the VII-B class students who helped and participated in this research.

Finally, I expect that this thesis is useful either for the readers or the researcher. Any criticism and valuable suggestions are appreciated.

Jember, 2014

The Writer

SUMMARY

Improving the Seventh Grade Students' Vocabulary Achievement by Using Word Guessing Game Technique at SMP Negeri 1 Tempeh Lumajang in the 2013/2014 Academic Year; Laila Retno Wati, 090210401005; 2014; 41 pages; English Education Program, Language and Arts Education Department, the Faculty of Teacher Training and Education, Jember University.

This Classroom Action Research was intended to improve the seventh grade students' vocabulary achievement at SMPN 1 Tempeh-Lumajang in the 2013/2014 academic year. Based on the preliminary study in the form of interview with the English teacher of seventh grade students at SMPN 1 Tempeh-Lumajang, it was known that the seventh grade students of that school experienced difficulties in learning vocabulary. The teacher said that most of students' difficulties in memorizing and understanding the vocabulary, especially in VII B class. It was known based on the last vocabulary test done by the English teacher that VII B class had the lowest percentage score that achieved the standard score than the other classes. The standard score of vocabulary is 78. In that class the students' who achieved the standard score was 34.21%. Besides, the English teacher said that the students' active performance in the teaching learning process of vocabulary was still low. Considering the problems above, this research was undertaken to overcome the students' problem by using word guessing game as a technique in teaching vocabulary.

This Classroom Action Research was done collaboratively with the English teacher and it was carried out in two cycles, each cycle consisted of three meetings included the test. In this research, the actions were considered successful if 65% of the students were active in each indicator of the observation stated in the checklist and also if 65% of the students achieved at least 78 of the vocabulary test. In the first cycle, the result of observation in the form of the students' active performance was 43.2% students who were active in the first meeting and 52.6% in the second meeting. This shows that there was an improvement of the students' active performance in the first meeting to the second meeting, but it did not achieve the target criteria of success of the research that was 65% or more. In addition, the result of vocabulary test in the first cycle there was 47.4% of students who achieved at least 78. This shows that the result of the actions did not achieve the target. Therefore, the second cycle was necessary to overcome the problem in the first cycle.

In the second cycle, the result of observation in the form of the students' active performance in the first meeting was 59.4% of the students who were categorized active and 71.1% in the second meeting, and the result of vocabulary test in the second meeting was 68.4% of students who achieved the standard score at least 78. This means that the actions in the second cycle achieved the criteria of success the research. Finally, it can be concluded that the use of word guessing game technique can improve the students' vocabulary achievement and the students' active performance in the teaching learning process at SMPN 1 Tempeh- Lumajang.

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