



**THE EFFECT OF USING A SNAKE AND LADDER GAME ON THE
EIGHTH GRADE STUDENTS' VOCABULARY ACHIEVEMENT
AT SMPN 1 JENGGAWAH IN THE 2012/2013
ACADEMIC YEAR**

THESIS

By
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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
LANGUAGE AND ARTS DEPARTMENT
THE FACULTY OF TEACHER TRAINING AND EDUCATION
JEMBER UNIVERSITY
2014**



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I certify that this thesis 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 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 thesis writing from the university and the faculty have been followed.

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DEDICATION

This thesis is honorably dedicated to:

1. *My beloved parents, Siti Jamilatur Romlah and Abd. Latip.*
2. *My dearest siblings, Novan Choirul Umam and Nabilah Haviana Lathief.*
3. *My beloved friend, Dwi Widya Retno.*

MOTTO

“If we want to reach the top, we must climb the ladder step by step cautiously.”

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Praised to Allah SWT, the Almighty who always leads and gives me His blessing so that I can finish my thesis entitled, ‘The Effect of Using a Snake and Ladder Game on the Eighth Grade Students’ Vocabulary Achievement at SMPN 1 Jenggawah in the 2012/2013 Academic Year”.

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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,

The Writer

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SUMMARY

The Effect of Using a Snake and Ladder Game on the Eighth Grade Students' Vocabulary Achievement at SMPN 1 Jenggawah in the 2012/2013 Academic Year; Lailiyah Kamali, 080210401016; 2014:46 pages; English Language Education Study Program, Language and Arts Department, Faculty of Teacher Training and Education, Jember University.

Fardhani (2005:3) states that vocabulary is one of the language components playing a key role in all language skills: listening, speaking, reading and writing. It means that among those language skills and language components, vocabulary is considered as the most important one to be mastered by students. According to Tarigan (1993:2), the quality of using language depends on the quantity and quality of vocabulary which someone has. It means that the more vocabulary students have, the better they use the language. Students have to enlarge their vocabularies in order to master the four language skills.

Unfortunately, learning English vocabulary is still considered as a difficult thing for students in Indonesia since English is not their mother tongue. They find it difficult to memorize the new vocabularies taught. This condition is getting worse because students have less motivation in following teaching learning process. In order to motivate the students in teaching learning process, the researcher offers one interesting medium of instruction that can be used in teaching vocabulary that, is a Snake and Ladder Game. It is one of board games that can be used as an interesting medium that can increase students' interest and motivation. Hinebaugh (2009:2) states that board games are excellent tools for teaching fundamental and core educational skills. It means that it will be very useful to help the effectiveness of learning process and deliver the message of the lesson done by the teacher.

This research was an experimental research that was conducted at SMPN 1 Jenggawah to know whether or not there was a significant effect of using a Snake and

Ladder Game on the eighth grade students' vocabulary achievement at SMPN 1 Jenggawah in the 2012/2013 academic year. The data of this research were gathered by administering a vocabulary achievement test and by having interview with the English teacher. The subjects of this research were 71 students of class 8E as the experimental group taught by a Snake and Ladder Game and class 8D as the control group taught without a Snake and Ladder Game. Both groups were taught by using eclectic method. They were taken randomly by lottery from eight classes.

The vocabulary achievement test was collected from the post test to make comparison of the gained scores between the two groups after the treatment, and the vocabulary test result was analyzed by using t-test formula by using SPSS. Based on the computation, the gain score of the experimental group was higher than that of the control group. The result showed that the significant value was 0.020, or lower than 0.05. It means that the null hypothesis was rejected, thus the alternative hypothesis: there is a significant effect of using a Snake and Ladder Game on the eighth grade students' vocabulary achievement at SMPN 1 Jenggawah was accepted.