



**IMPROVING THE SEVENTH GRADE STUDENTS' VOCABULARY  
ACHIEVEMENT THROUGH THE USE OF GUESSING GAME AT SMPN  
1 ARAJASA**

**THESIS**

**By:  
FIRSTY NUR AZIZAH  
NIM 080210401036**

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



**IMPROVING THE SEVENTH GRADE STUDENTS' VOCABULARY  
ACHIEVEMENT THROUGH THE USE OF GUESSING GAME  
AT SMPN 1 ARJASA**

**THESIS**

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

**By:**  
**FIRSTY NUR AZIZAH**  
**NIM:080210401036**

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

**2014**

## **DEDICATION**

This thesis is honorably dedicated to:

1. My beloved parents, H. M. Azis Irfan, S.E and Hj. Nuril Mukarromah
2. My beloved Sister, Putri Zakiyatul Azizah
3. My fiance, Andri Sutrajat

## **MOTTO**

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

## **STATEMENT OF THESIS AUTHENTICITY**

I certify that this thesis is an original and authentic piece of work by myself. 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 thesis writing from the university and the faculty have been followed. I am aware of the potential consequences of any breach of the procedures and guidelines, for example cancellation of my academic award.

I hereby grant to Jember University the wish to archive and to reproduce and communicate to the public my thesis or project in whole or in part in the university/faculty libraries in all forms of media, now or hereafter known.

Jember, 01 Oktober 2014

Firsty Nur Azizah  
080210401036

## CONSULTANTS' APPROVAL

### IMPROVING THE SEVENTH GRADE STUDENTS' VOCABULARY ACHIEVEMENT THROUGH THE USE OF GUESSING GAME AT SMPN 1 ARJASA THESIS

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

|                       |  |
|-----------------------|--|
| Name                  | : Firsty Nur Azizah                          |
| Identification Number | : 080210401036                               |
| Level                 | : 2008                                       |
| Place, Date of Birth  | : Lumajang, November 14 <sup>th</sup> , 1990 |
| Department            | : Language and Arts                          |
| Program               | : English Education                          |

Approved by:

Consultant I

Consultant II

Drs. Bambang Suharjito, M.Ed  
NIP. 19611025 198902 1 004

Dra. Zakiyah Tasnim, M.A  
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.

Day : Wednesday

Date : October 1st, 2014

Place : The Faculty of Teacher Training and Education

The Committee

The Chairperson

Secretary

Dr. Aan Erlyana Fardhani, M.Pd  
NIP. 19650309 198902 2 001

Dra. Zakiyah Tasnim, M.A  
NIP. 19620110 198702 2 001

The members,

Drs. Bambang Suharjo, M.Ed  
NIP. 19611025 198902 1 004

(.....)

Dra. Wiwiek Istianah, M.Kes, M.Ed  
NIP. 19501017 198503 2 001

(.....)

The Faculty of Teacher Training and Education

The Dean,

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

## ACKNOWLEDGEMENT

First of all, I would like to express my greatest thanks to Allah S.W.T., the Almighty, who always leads and blesses me with His mercies and guidance, so I can finish my thesis entitled *Improving the Seventh Grade Students' Vocabulary Achievement Through the Use of Guessing Game at SMPN 1 Arjasa*

I would also like to express my deepest appreciation and sincere thanks to the following people.

1. The Dean of the Faculty of Teacher Training and Education, Jember University,
2. The Chairperson of the Language and Arts Department,
3. The Chairperson of the English Education Program,
4. My first consultant, Drs. Bambang Suharjito, M.Ed, and my second consultant, Dra. Zakiyah Tasnim, M.A for their guidance, advice and motivation in accomplishing this thesis,
5. My Academic Supervisor, Drs. Bambang Suharjito, M.Ed
6. The lecturers of the English Education Program who have taught and given me a lot of knowledge,
7. The Principal, the English teacher, All the students, especially the students of Class VII B of SMP N 1 Arjasa - Jember who helped and participated willingly to involve in this research,

I believe that this thesis might have some weaknesses. Therefore, I really hope that there will be criticism and suggestions from the readers to make this thesis better. I also hope that this thesis will be useful for the readers.

Jember, 01 October 2014

Writer



## TABLE OF CONTENTS

|   | <b>Page</b> |
|---|-------------|
| <b>TITLE PAGE</b> .....                                 | i           |
| <b>DEDICATION</b> .....                                 | ii          |
| <b>MOTTO</b> .....                                      | iii         |
| <b>STATEMENT OF THESIS AUTHENTICITY</b> .....           | iv          |
| <b>CONSULTANTS' APPROVAL</b> .....                      | v           |
| <b>APPROVAL OF THE EXAMINATION COMMITTEE</b> .....      | vi          |
| <b>ACKNOWLEDGMENT</b> .....                             | vii         |
| <b>TABLE OF CONTENTS</b> .....                          | viii        |
| <b>THE LIST OF APPENDICES</b> .....                     | xi          |
| <b>THE LIST OF TABLES</b> .....                         | xii         |
| <b>THE LIST OF GRAPHICS</b> .....                       | xiii        |
| <b>SUMMARY</b> .....                                    | xiv         |
| <br>  |             |
| <b>CHAPTER 1 INTRODUCTION</b> .....                     | 1           |
| <b>1.1 The Background of the Research</b> .....         | 1           |
| <b>1.2 The Problem of the Research</b> .....            | 4           |
| <b>1.3 The Objective of the Research</b> .....          | 4           |
| <b>1.4 The Significance of the Research</b> .....       | 4           |
| 1.4.1 For the English Teacher .....                     | 4           |
| 1.4.2 For the Students .....                            | 4           |
| 1.4.3 For the Future Researcher .....                   | 5           |
| <br>  |             |
| <b>CHAPTER 2 REVIEW OF RELATED LITERATURE</b> .....     | 6           |
| <b>2.1 Definition of Vocabulary</b> .....               | 6           |
| <b>2.2 Classification of Vocabulary</b> .....           | 6           |
| <b>2.3 Vocabulary Achievement</b> .....                 | 9           |
| <b>2.4 Language Games as a Teaching Technique</b> ..... | 9           |
| <b>2.5 Kinds of Games</b> .....                         | 10          |

|   |           |
|---|-----------|
| <b>2.6 The Ways to Present Games .....</b>  | <b>11</b> |
| <b>2.7 Guessing Game in Teaching Vocabulary .....</b>                                   | <b>12</b> |
| <b>2.8 The Advantages and Disadvantages of Guessing Game in Language Learning .....</b> | <b>13</b> |
| <b>2.9 The Teaching of English in SMPN 1 Arjasa .....</b>                               | <b>14</b> |
| <b>2.10 Action Hypothesis .....</b>   | <b>15</b> |
| <br>  |           |
| <b>CHAPTER 3 RESEARCH METHOD .....</b>  | <b>16</b> |
| <b>3.1 Research Design .....</b>  | <b>16</b> |
| <b>3.2 Research Area Determination Method .....</b>                                     | <b>18</b> |
| <b>3.3 Research Subject .....</b>   | <b>19</b> |
| <b>3.4 Data Collection Method .....</b>   | <b>19</b> |
| 3.4.1 Primary Data .....  | 19        |
| 3.4.2 Supporting Data .....   | 21        |
| <b>3.5 Research Procedures .....</b>  | <b>22</b> |
| 3.5.1 Planning of the Action .....  | 22        |
| 3.5.2 Implementation of the Action .....  | 22        |
| 3.5.3 Observation and Evaluation of the Action .....                                    | 23        |
| 3.5.4 Data Analysis and Reflection of the Action .....                                  | 24        |
| <b>3.6 Operational Definition of the Variables .....</b>                                | <b>25</b> |
| 3.6.1 Guessing Game .....   | 25        |
| 3.6.2 Vocabulary Achievement .....  | 25        |
| 3.6.3 Students' Participation .....   | 25        |
| <br>  |           |
| <b>CHAPTER 4 RESULTS AND DISCUSSION .....</b>   | <b>26</b> |
| <b>4.1 The Results of The Action in Cycle 1 .....</b>                                   | <b>26</b> |
| 4.1.1 The Implementation of the Action in Cycle 1 .....                                 | 26        |
| 4.1.2 The Results of Observation .....  | 27        |
| 4.1.3 The Results of Vocabulary Test in Cycle 1 .....                                   | 30        |
| 4.1.4 The Results of Reflection in Cycle 1 .....  | 31        |

|   |    |
|---|----|
| <b>4.2 The Result of the Action in Cycle 2</b> .....    | 33 |
| 4.2.1 The Implementation of the Action in Cycle 2 ..... | 33 |
| 4.2.2 The Results of Observation .....                  | 34 |
| 4.2.3 The Results of Vocabulary Test in Cycle 2 .....   | 37 |
| 4.2.4 The Results of Reflection in Cycle 2 .....        | 38 |
| <b>4.3 The Result of Supportiong Data</b> .....         | 39 |
| 4.3.1 The Result of Interview .....                     | 39 |
| 4.3.2 The Result of Documentation .....                 | 39 |
| <b>4.4 Discussion</b> .....                             | 40 |
| <br>  |    |
| <b>CHAPTER 5 CONCLUSION AND SUGGESTIONS</b> .....       | 42 |
| <b>5.1 Conclusion</b> .....                             | 42 |
| <b>5.2 Suggestions</b> .....                            | 42 |
| <br>  |    |
| <b>REFERENCES</b> .....                                 | 44 |
| <b>APPENDICES</b>                                       |    |

## THE LIST OF APPENDICES

| <b>List of Appendices</b>                                      | <b>Page</b> |
|--|-------------|
| Appendix 1. Research Matrix .....                              | 46          |
| Appendix 2. Supporting Data Instruments .....                  | 48          |
| Appendix 3. Students' Name List .....                          | 49          |
| Appendix 4. The Students' Previous Score .....                 | 50          |
| Appendix 5. Lesson Plan 1 Cycle 1 .....                        | 51          |
| Appendix 6. Lesson Plan 2 Cycle 1 .....                        | 67          |
| Appendix 7. Vocabulary Achievement Test in Cycle 1 .....       | 83          |
| Appendix 8. Answer Key of Vocabulary Test in Cycle 1 .....     | 87          |
| Appendix 9. Lesson Plan 1 Cycle 2 .....                        | 88          |
| Appendix 10. Lesson Plan 2 Cycle 2 .....                       | 104         |
| Appendix 11. Vocabulary Achievement Test in Cycle 2 .....      | 120         |
| Appendix 12. Answer Key of Vocabulary Test in Cycle 2 .....    | 124         |
| Appendix 13. The Result of Vocabulary Test in Cycle 1 .....    | 125         |
| Appendix 14. The Result of Vocabulary Test in Cycle 2 .....    | 126         |
| Appendix 15. The Result of Observation Meeting 1 Cycle 1 ..... | 127         |
| Appendix 16. The Result of Observation Meeting 2 Cycle 1 ..... | 128         |
| Appendix 17. The Result of Observation Meeting 1 Cycle 2 ..... | 129         |
| Appendix 18. The Result of Observation Meeting 2 Cycle 2 ..... | 130         |

## THE LIST OF TABLES

|  |    |
|--|----|
| <b>List of Table</b>   | 28 |
| Table 4.1 The Results of Observation of Meeting 1 and Meeting 2 in Cycle 1 | 28 |
| Table 4.2 The Average Results of Students' Participation in Cycle 1        | 28 |
| Table 4.3 The Result of Students' Vocabulary Test in Cycle 1               | 30 |
| Table 4.4 The Results of Observation of Meeting 1 and Meeting 2 in Cycle 2 | 35 |
| Table 4.5 The Average Results of Students Participation in Cycle 2         | 36 |
| Table 4.6 The Results of Vocabulary Test in Cycle 2                        | 37 |

## SUMMARY

**Improving The Seventh Grade Students' Vocabulary Achievement through the Use of Guessing Game at SMPN 1 Arjasa**; Firsty Nur Azizah: 080210401036; 2014; 43 pages; English Language Education Program, Language and Arts Education Department; the faculty of Teacher Training and Education; Jember University.

Consultant : 1. Drs. Bambang Suharjito, M.Ed

2. Dra. Zakiyah Tasnim, M.A

Key words : Vocabulary Achievement, Guessing Game

This research is a classroom action research that was conducted by using guessing game as a technique to improve the students' vocabulary achievement and their participation of SMPN 1 Arjasa 2013/2014 Academic Year. Based on the preliminary study while interviewing the English teacher, it was known that class VII B students faced difficulties in mastering vocabulary. It was proved by the fact that class VIIB had the lowest mean score in English. Especially in learning vocabulary integratively with reading that was 57. This score was below the school English standard score that was 71. Besides, they also had problems dealing with their participation in joining the class. One of the reason was because the English teacher did not use any media or techniques in teaching vocabulary. Thus, the students were not enthusiastic in joining the class activities because the activities were dominated by the teacher. Considering the problems above, this research was undertaken to overcome the students' problems by using guessing game as a teaching technique.

This research was done collaboratively with the Seventh Grade English teacher of SMPN 1 Arjasa. The action was carried out in two Cycles. Each Cycle was carried out in three meetings including the vocabulary test. The actions were categorized as successful if 75% of the students fulfill at least three indicators and 75% of the students achieved the standard score that was 71, after implementing the action that was taught vocabulary by using guessing game, the result of students' active participation in the first meeting of Cycle 1 that was 41.935% or 13 students who were active and 19 students or 61.290% of the students who were

categorized as active students. It was known that there was an improvement of the students' active participation in the first and the second meeting but it had not achieved the target criteria of success that was 75%. In addition, the average result of the students' vocabulary test in the first Cycle was 71.129 or 54.838% of the students who achieved the target mean score that was 71. The result showed that the vocabulary test did not achieve the standard score that was 71. Therefore, it was necessary to conduct the second Cycle.

In the second Cycle, all activities of the teaching learning process were the same as those done in the first cycle, but some revisions were done based on the result of reflection of cycle one. The result of the students' active participation in the first meeting was 77.419% or 24 students who fulfilled more than three indicators and 25 students or 80.645% of the students who could fulfil at least three indicators performed in meeting 2 and the average result of the students' active participation in cycle 2 was 79.032 % while, the result of the students' vocabulary test in Cycle 2 was 77.419% or 24 students who achieved the standard score that was 71. It means that the results of the action in Cycle 2 could achieve the criteria of success that was 75%. In conclusion, the use of Guessing Game as a technique could improve the students' vocabulary achievement and their active participation in the teaching learning process at SMPN 1 Arjasa in 2013/2014 Academic Year.