**THE EFFECTIVENESS OF USING PELMANISM ON VOCABULARY ACHIEVEMENT OF THE FOURTH GRADE STUDENTS’ AT SDN KARANGGAYAM 01 BLITAR**

Proposed to Fulfill One of the Requirements to Obtain the Degree of S1 at the English Education Program, Islamic Education Department,

State Islamic College of (STAIN) Tulungagung

****

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**Abstract**

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**Keywords:** **Pelmanism game, vocabulary**

Learning new vocabulary is not easy for the Indonesian elementary school students who are considered as young learners. They generally experience difficulties in memorizing the vocabulary because the words are quite different from their mother tongue. This study proposes an alternative method to teach students to memorize vocabulary by using pelmanism game, in which the process of pronouncing the vocabularies is emphasized. Pelmanism game can be used to teach vocabulary since it gives some positive effects, for example this game helps the students to recognize the words, understand the words, and improve the sense of achievement.

The formulation of research problem was: “Is there any effect of using pelmanism game on vocabulary achievement of the fourth grade students at SDN Karanggayam 01 Blitar?”

The purpose of this research was to investigate the effect of using pelmanism game on the fourth grade students’ vocabulary achievement at SDN Karanggayam 01 Blitar.

Research Method: (1) This study used pre-experimental design with quantitative approach, (2) The population of this study was all of the fourth grade students of SDN Karanggayam 01 Blitar, (3) The research instrument was test, (4) The data analysis was using T test.

The result showed that the students’ mean score in English vocabulary before being taught by using pelmanism game was 70. While, the students’ mean score after being taught by using pelmanism game was 76. The T count was 1.99, whereas T table with significant level 5% was 1.734. So, Tcount was greater than Ttable. This means that Ha which states that there is significant different of using pelmanism game to teach vocabulary to the fourth grade students at SDN Karanggayam 01 Blitar is accepted. Whereas, H0 which states that there is no significant different of using pelmanism game to teach vocabulary to the fourth grade students at SDN Karanggayam 01 Blitar is rejected. In other words, pelmanism game can be used as an alternative to teach vocabulary to the students at elementary school (SD) level.

**Abstrak**

Izzati, Fiki Rizqi. 2012. Students’ Number:3213083058, *The* *Effectiveness Of Using Pelmanism On Vocabulary Achievement Of The Fourth Grade Students’ At SDN Karanggayam 01 Blitar*. Thesis. English Education Program. Islamic Education Department. State Islamic College Of Tulungagung (STAIN).

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**Kata kunci: Pelamnism game, vocabulary**

Di Indonesia tidak mudah untuk mempelajari kosa kata baru untuk siswa sekolah dasar yang mana adalah pelajar pemula. Mereka umumnya kesulitan untuk mengingat kosa kata karena kosa kata sangat berbeda dengan bahasa ibu. Penelitian ini mengusulkan metode alternativ untuk mengajari siswa-siswa mengingat kosa kata dengan menggunakan permainan pelmanism, yang mana proses pengucapan kosa kata menjadi penekanannya. Permainan pelmanism ini dapat digunakan untuk mengajari kosa kata yang memberi beberapa efek positif, contohnya permainan ini dapat membantu siswa-siswa mengingat kata, memahami kata, dan meningkatkan prestasi.

Rumusan masalah dalam penelitian ini adalah “Apakah ada efek yang significant dalam penggunaan pelmanism dalam kemampuan berkosa kata pada kelas 4 di SDN Karanggayam 01 Blitar?”

Tujuan peneliatian ini adalah untuk menyelidiki keefektifan penggunaan pelmanism dalam pembelajaran kosa kata siswa kelas 4 di SDN Karanggayam 01 Blitar.

Metode penelitian;(1) penelitian ini menggunakan pre-experimental desain dengan pengdekatan quantitatif, (2) populasi pada penelitian ini adalah seluruh siswa kelas 4 SDN Karanggayam 01 Blitar, (3) instrumen penelitian ini adalah tes, (4) data analisis pada penelitian ini menggunakan T test.

Hasil penelitian yang ditunjukkan bahwa rata-rata nilai siswa pada kosa kata pelajaran bahasa inggris sebelum menggunakan pelmanism adalah 70. Sedangkan, rata-rata nilai setelah menggunakan pelmanism adalah 76. Tcount adalah 1.99, sedangkan T table dengan tingkat signifikan 5% adalah 1.734. sehingga Tcount lebih besar dari T table. ini berarti bahwa Ha disini mempunyai perbedaan dengan menggunakan pelmanism untuk mengajar kosa kata pada siswa kelas 4 di SDN Karanggayam 01 Blitar tersebut diterima. Sedangkan, Ho tidak ada perbedaan yang signifikan menggunakan pelmanism untuk mengajar kosa kata pada siswa kelas 4 di SDN Karanggayam 01 Blitar tersebut ditolak. Dengan kata lain, pelmanism game dapat digunakan sebagai cara alternatif dalam pembelajaran vocabulary pada tingkat sekolah dasar.

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The writer is fully realized that since there are limited time and knowledge, the thesis is still far from being perfect. Therefore, the writer expects readers could give constructive criticism and suggestion to lead the writer to make a better pace.

The Writer

**DEDICATION**

The thesis is sincerely dedicated to

* ‘ Hj. Suryati ‘ my beloved mother and beloved late father ‘H. Abdul Halim Luthfi‘
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**MOTTO**

“Learning is finding out what you already know. Doing is demonstrating that you know it. Teaching is reminding others that they know it just as well as you. You are all learners, doers, and teachers “

(Richard Bach)

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**THE RESEARCHER’S CURRICULLUM VITAE**