

**THE EFFECTIVENESS OF BINGO GAME TOWARD THE
FIFTH GRADE STUDENTS VOCABULARY MASTERY AT MI
PODOREJO SUMBERGEMPOL TULUNGAGUNG IN THE
ACADEMIC YEAR OF 2015/2016**

THESIS



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STATE ISLAMIC INSTITUTE (IAIN)
OF TULUNGAGUNG**

2016



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THESIS

Presented to

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requirements for the degree of Sarjana Pendidikan Islam in English
Education



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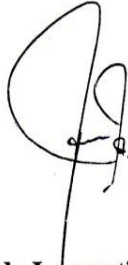
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MOTTO

“Think big, and act now.”

BECAUSE

“An action is the foundation of a success.”

DEDICATION

This thesis is dedicated for:

My beloved mother (Ibu Bandiyah)

My brother (Mas Arif, Dek Ahmad, Mas Khamim)

My sister (Mbak Nana)

My nephew (Ridhwan and Fadhil)

My Okaye (Oki Candra Setiawan)

Who always support me with prayer, love and patience ^^

and for

My advisor (Mom Ida Isnawati) who always guides me patiently.

All my friends who help me to finish my thesis.

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States that thesis entitled “The Effectiveness of Bingo Game toward the Fifth Grade Students Vocabulary Mastery at MI Podorejo Sumbergempol, Tulungagung in the Academic Year of 2015/2016“ is truly my original work. It doesn't incorporate any material previously written or published by another person except those indicated in quotation and bibliography. Due to the fact, I'm the only person responsible for the thesis if there is any objection or claim from other.

Tulungagung, May 2016



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ABSTRACT

Munawaroh, Nila Shofiyatul. Student Registered Number. 2813123117. 2016. *The effectiveness of Bingo Game toward the fifth grade students vocabulary mastery at MI Podorejo Sumbergempol Tulungagung in the academic year of 2015/2016*. Sarjana Thesis. English Education Department. Faculty of Tarbiyah and Teacher Training. State Islamic Institute (IAIN) of Tulungagung. Advisor: Hj. Ida Isnawati, M.Pd

Keyword: effectiveness, bingo game, vocabulary

Vocabulary is basic to communication. People use word to express themselves and communicate with other people. One technique in mastering vocabulary is Bingo Game. In this study, the Bingo Game was modified appropriately with the characteristics of young learner that is the fifth grade students of elementary school. They should cross the word in the bingo card appropriate with the word which is mentioned by the teacher. When the students can cross in the form of horizontal, vertical, or diagonal, the students should yell Bingo!! and mention the words from their bingo card. It makes the students memorize the new word easily and know how to pronounce the word.

The formulation of the research problems were (1) How is the students' score in vocabulary before they are taught by using Bingo Game? (2) How is the students' score in vocabulary after they are taught by using Bingo Game? (3) Is there any significant different scores of students in vocabulary before and after they are taught by using Bingo Game?

The purposes of this research were to: (1) find out the students' score in vocabulary before they are taught by using Bingo Game, (2) find out the students' score in vocabulary after they are taught by using Bingo Game, (3) find out significant different scores of students in vocabulary before and after they are taught by using Bingo Game.

The research design was pre-experimental research design by using one group pre-test post-test with quantitative approach. The population of this research was all students of fifth grade at MI Podorejo Sumbergempol Tulungagung. The sample was students of fifth grade students consist of 33 students through purposive sampling. The research instrument were tests that were pre-test and post-test. The data analysis was using T-test.

The results of this study showed that the mean of total scores of students' vocabulary mastery before being taught by using Bingo Game was (75.6061). The mean of total scores of students' vocabulary mastery after being taught by using Bingo Game was (92.8030). Statistical computation using T-test showed the result of t-count was (7.247) and the result of t-table for standard significant 5% was 2.021. It was known that t-count was higher than t-table ($7.247 > 2.021$). This means that alternative hypothesis (H_a) was accepted and the null hypothesis (H_o) was rejected.

In conclusion, there was significant difference in the vocabulary score of the students before they are taught by using Bingo Game and after they are taught by using Bingo Game. It can be concluded that Bingo Game was effective in teaching vocabulary to elementary school, especially for fifth grade students of MI Podorejo Sumbergempol Tulungagung. The Bingo Game was recommended for the teacher to teach vocabulary by using Bingo Game.

ABSTRAK

Munawaroh, Nila Shofiyatul. 2813123117. 2016. *The effectiveness of Bingo Game toward the fifth grade students vocabulary mastery at MI Podorejo Sumbergempol Tulungagung in the academic year of 2015/2016*. Sarjana. Skripsi. Tadris Bahasa Inggris. Fakultas Tarbiyah dan Ilmu Keguruan. Institut Agama Islam Negeri (IAIN) Tulungagung. Pembimbing: Hj. Ida Isnawati, M.Pd.

Kata kunci: keefektifitasan, permainan bingo, kosakata.

Kosakata adalah dasar untuk komunikasi. Seseorang menggunakan kata untuk mengekspresikan dirinya dan untuk berkomunikasi dengan orang lain. Salah satu teknik dalam menguasai kosa kata adalah permainan bingo. Dalam studi ini, permainan ini dimodifikasi sesuai dengan karakteristik dari pembelajar muda yaitu siswa kelas lima sekolah dasar. Mereka harus memberi tanda silang pada kata yang ada dalam kartu bingo yang sesuai dengan kata yang disebutkan oleh guru. Ketika siswa dapat memberikan tanda silang dalam bentuk garis horizontal vertikal, atau diagonal, siswa harus mengucapkan Bingo!! dan kemudian menyebutkan kata-kata yang ada didalam kartu bingo. Hal ini membuat siswa mudah untuk menghafal kosa kata baru dan siswa mengetahui bagaimana mengucapkan kata tersebut.

Rumusan masalah dari penelitian ini adalah (1) Bagaimana nilai kosa kata siswa sebelum mereka diajar menggunakan permainan bingo? (2) Bagaimana nilai kosa kata siswa sesudah mereka diajar menggunakan permainan bingo? (3) Apakah ada perbedaan nilai kosakata siswa yang signifikan sebelum dan sesudah mereka diajar menggunakan permainan bingo?

Tujuan dari penelitian ini adalah untuk (1) mencari nilai kosa kata siswa sebelum mereka diajar menggunakan permainan bingo? (2) mencari nilai kosa kata siswa sesudah mereka diajar menggunakan permainan bingo? (3) mencari perbedaan nilai kosakata siswa yang signifikan sebelum dan sesudah mereka diajar menggunakan permainan bingo.

Desain penelitian yang digunakan adalah desain penelitian pre-experimental dengan menggunakan satu grup pre-test post-test dengan pendekatan kuantitatif. Populasi dari penelitian ini adalah semua siswa kelas lima sekolah dasar di MI Podorejo Sumbergempol. Sampel dari penelitian ini adalah siswa kelas lima sekolah dasar yang terdiri dari 33 siswa melalui pengampilan sampel purposive. Instrument penelitian adalah test yaitu pre-test dan post-test. Analisis data menggunakan uji t.

Hasil dari penelitian ini menunjukkan nilai rata-rata dari nilai kosakata siswa sebelum diajar menggunakan permainan bingo adalah 75,6061. Sedangkan nilai rata-rata dari nilai kosakata siswa sesudah diajar menggunakan permainan bingo adalah 92,8030. Perhitungan statistik dengan menggunakan uji t menunjukkan hasil yaitu t perolehan adalah 7,247 dan hasil dari t tabel dari standart signifikansi 5% adalah 2,021. Hal ini menunjukkan bahwa t perolehan

lebih tinggi daripada t tabel ($7,247 > 2,021$). Hal ini menunjukkan bahwa hipotesis kerja (H_a) diterima dan hipotesis null (H_0) ditolak.

Kesimpulannya, ada perbedaan nilai kosakata siswa yang signifikan sebelum mereka diajar menggunakan permainan bingo dan sesudah mereka diajar menggunakan permainan bingo. Dapat disimpulkan bahwa permainan bingo efektif untuk mengajar kosakata di sekolah dasar, khususnya siswa kelas lima di MI Podorejo Sumbergempol. Jadi permainan bingo direkomendasikan bagi guru untuk mengajar kosakata dengan menggunakan permainan bingo.

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The writer realizes that this research is far from being perfect. Therefore, any constructive criticism and suggestion will be gladly accepted.

Tulungagung, May 2016

The writer

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