

**THE EFFECTIVENESS OF CROSSWORD PUZZLE GAME
TOWARDS STUDENTS' VOCABULARY ACHIEVEMENT AT
FIRST GRADE OF STUDENTS IN SMPN 2 SUMBERGEMPOL**

THESIS

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English Education



By:

DZIR ROHMAH

NIM. 2813123057

**ENGLISH EDUCATION DEPARTMENT
FACULTY OF TARBIYAH AND TEACHER TRAINING
STATE ISLAMIC INSTITUTE (IAIN)
OF TULUNGAGUNG
2016**

ADVISOR'S APPROVAL SHEET

This is to certify that the *Sarjana* thesis of DZIR ROHMAH has been approved by the thesis advisor for further approval by the Board of Examiners.

Tulungagung, June 23th 2016

Advisor,

FAIZATUL ISTIQOMAH, M.Ed

NIP. 19791220 200912 2 001

Acknowledge,

The Chief of English Education Program

Arina Shofiya, M.Pd

NIP. 19770523 200312 2 002

BOARD OF THESIS EXAMINERS' APPROVAL SHEET

This is to certify that the *Sarjana* thesis of Dzir Rohmah has been approved by the Board of Examiners as the requirement for the degree of Sarjana Pendidikan Islam in English Education.

Board of Thesis Examiners

Chair,

Secretary,

Dr. Erna Iftanti, S.S., M.Pd
NIP. 19720307 200901 2 002

Faizatul Istiqomah, M.Ed
NIP. 19791220 200912 2 001

Main Examiner

Dr. Sukarsono, M.Pd
NIP. 19710514 200501 1 002

Tulungagung, July 29th 2016

Approved by

The Dean of Faculty of Tarbiyah and Teacher Training

Dr. H. Abd. Aziz, M.Pd.I
NIP. 19720601 200003 1 002

MOTTO

لَا يُكَلِّفُ اللَّهُ نَفْسًا إِلَّا وُسْعَهَا لَهَا مَا كَسَبَتْ وَعَلَيْهَا مَا أُكْنَسَتْ (الا بـ قرة: 286)

Artinya: Allah SWT tidak membebani seseorang melainkan sesuai dengan kesanggupannya. Ia mendapat pahala (dari kebijakan) yang diusahakannya dan ia mendapat siksa (dari kejahanatan) yang dikerjakannya. (Qs. Al-Baqarah: 286)

DEDICATION

After finishing this thesis, I want to dedicate this thesis to:

- My beloved mother (Mrs. Susiyah Dwi Lestari) thanks for your love, sacrifices and always pray for my success. You are my inspiring women.
- My beloved father (Mr. Yahya) thanks for your praying.
- My beloved sister (Naffa'ah) who always gives me support.
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- My almamater Department of State Islamic Institute of Tulungagung.
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DECLARATION OF AUTHORSHIP

The undersigned below

Name : Dzir Rohmah

Place, date of birth : Tulungagung, December 4th 1993

Address :Ds.Tanjungsari RT/RW: 001/002 Boyolangu Tulungagung

Department : Islamic Education Department

Program : English Department

States this thesis is truly my original work. It does not incorporate any material previously written or published by another person except those as indicated in quotation and bibliography. Due to the fact, I am the only person who responsible for the thesis any injections claim from other.

Tulungagung, July 29th 2016

DZIR ROHMAH

NIM. 2813123057

ABSTRACT

Dzirrohmah. Student Registered Number. 2813123057. 2016. *The Effectiveness of Crossword Puzzle Game Towards Students' Vocabulary Achievement at First Grade of Students in SMPN 2 Sumbergempol Tulungagung.* Sarjana Thesis. English Education Department. Faculty of Tarbiyah and Teacher Training. State Islamic Institute (IAIN) of Tulungagung. Advisor: Faizatul Istiqomah, M.Ed.

Keywords: effectiveness, crossword puzzle, vocabulary.

English is spoken by people around the world. English as one of the most influential languages in the world is very important to study, because it can be used to develop knowledge. Vocabulary as one of important components in language learning cannot be ignored. Without mastering vocabulary, students cannot master English well. The students have difficulties on mastering vocabulary because English are considered as a difficult subject. One of media that can be used in teaching vocabulary is crossword puzzle game. This media is designed to create students' interest to learn. In crossword puzzle game, the players use their mastered vocabulary to recall the new words.

The formulation of the research problems were: 1) how is the students' score in vocabulary before being taught by using crossword puzzle game? 2) how is the students' score in vocabulary after being taught by using crossword puzzle game? 3) is there any significant difference score on students' vocabulary before and after being taught by using crossword puzzle game?

The objectives of the research were: 1) to find out the students' score in vocabulary before being taught by using crossword puzzle game, 2) to find out the students' score in vocabulary after being taught by using crossword puzzle game, 3) to find out any significant difference score on students' vocabulary before and after being taught by using crossword puzzle game.

This research is an experimental design with a quantitative approach. In this research, the research design used by the researcher is pre-experimental design in the form of one-group pre-test and post-test. The population of this research was all students of first year at SMPN 2 Sumbergempol Tulungagung. The sample was VII-F class consisting of 26 students. The instrument used in this research was vocabulary test (pre-test and post-test). The data analysis was using T-test.

The result showed that the total of students' achievement on vocabulary score before being taught by using crossword puzzle game was 1.965, while the total score after being taught by using crossword puzzle game was 2.295. The T-

score was 6.244, whereas T-table with significance level 5% was 2.060. Therefore, T-score was greater than T-table. This means that H_1 which states that there is significant difference between students' score before and after being taught by using crossword puzzle game is accepted. Whereas, H_0 which states there is no significant difference between students' score before and after being taught by using crossword puzzle game is rejected. In other words, crossword puzzle game is an effective media for teaching vocabulary to the students at Junior High School level.

ABSTRAK

Dzirrohmah. NIM. 2813123057. 2016. *The Effectiveness of Crossword Puzzle Game Towards Students' Vocabulary Achievement at First Grade of Students in SMPN 2 Sumbergempol Tulungagung*. Sarjana Thesis. English Education Department. Faculty of Tarbiyah and Teacher Training. State Islamic Institute (IAIN) of Tulungagung. Pembimbing: Faizatul Istiqomah, M.Ed.

Kata Kunci: effectiveness, crossword puzzle, vocabulary.

Bahasa Inggris digunakan oleh semua orang di seluruh dunia. Bahasa Inggris adalah salah satu bahasa yang paling berpengaruh di dunia kemudian sangat penting untuk pembelajaran, karena dapat digunakan untuk mengembangkan pengetahuan. Kosakata sebagai salah satu bagian yang terpenting dalam pembelajaran bahasa dan tidak dapat diabaikan. Tanpa penguasaan kosakata, siswa tidak bisa menguasai bahasa Inggris dengan baik. Para siswa mengalami kesulitan untuk menguasai kosakata karena bahasa Inggris dianggap sebagai pelajaran yang sulit. Salah satu media yang dapat digunakan dalam mengajar kosa kata adalah permainan *crossword puzzle*. Media ini dirancang untuk menciptakan minat siswa untuk belajar. Dalam permainan *crossword puzzle*, para pemain menggunakan kosa kata bahasa inggris yang telah mereka kuasai untuk mengingat kosa kata baru.

Rumusan masalah dalam penelitian ini adalah: 1) bagaimana nilai penguasaan kosakata siswa sebelum diajar menggunakan permainan *crossword puzzle*? 2) bagaimana nilai penguasaan kosakata siswa sesudah diajar menggunakan permainan *crossword puzzle*? 3) apakah terdapat perbedaan nilai yang signifikan antara penguasaan kosakata bahasa inggris sebelum dan sesudah diajar menggunakan permainan *crossword puzzle*?

Tujuan dari penelitian ini adalah: 1) untuk mengetahui nilai penguasaan kosakata siswa sebelum diajar menggunakan permainan *crossword puzzle*, 2) untuk mengetahui nilai penguasaan kosakata siswa sesudah diajar menggunakan permainan *crossword puzzle*, 3) untuk mengetahui perbedaan nilai yang signifikan antara penguasaan kosakata bahasa inggris sebelum dan sesudah diajar menggunakan permainan *crossword puzzle*.

Penelitian ini merupakan penelitian eksperimen dengan menggunakan pendekatan kuantitatif. Peneliti menggunakan desain penelitian pre-eksperimen dalam bentuk satu grup pre-test dan post-test. Populasi dalam penelitian ini adalah semua siswa kelas 7 SMPN 2 Sumbergempol Tulungagung. Sampel dalam penelitian ini adalah siswa SMPN 2 Sumbergempol kelas 7-F yang berjumlah 26 siswa. Instrumen yang digunakan dalam penelitian ini adalah tes kosakata (pre-test dan post-test). Data dianalisis menggunakan T-tes.

Hasil penelitian menunjukkan bahwa total nilai siswa sebelum diajar menggunakan permainan *crossword puzzle* adalah 1.965, sedangkan total nilai sesudah diajar menggunakan permainan *crossword puzzle* adalah 2.295. Nilai T-score adalah 6.244, sedangkan T-table dengan signifikan level 5% adalah 2.060. Oleh karena itu, nilai T-score lebih besar dibanding T-table. Itu berarti bahwa H_1 yang menyatakan bahwa ada perbedaan nilai yang signifikan antara penguasaan kosakata siswa sebelum dan sesudah diajar dengan menggunakan permainan *crossword puzzle* adalah diterima. Sedangkan itu, H_0 yang menyatakan bahwa tidak ada perbedaan nilai yang signifikan antara penguasaan kosakata siswa sebelum dan sesudah diajar dengan menggunakan permainan *crossword puzzle* adalah ditolak. Dengan kata lain, permainan *crossword puzzle* adalah media yang efektif digunakan dalam pembelajaran kosakata siswa sekolah menengah pertama.

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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, July 29th 2016

The writer

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