

**THE EFFECTIVENESS OF SECRET MESSAGE GAME
TOWARD STUDENTS' VOCABULARY ACHIEVEMENT OF
FIRST GRADE STUDENTS AT MTS AL HUDA BANDUNG
TULUNGAGUNG**

THESIS

Presented to Faculty of Tarbiyah and Teacher Training

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In Partial of fulfillment of the requirements for the degree of

Sarjana Pendidikan Islam (S.Pd.I) in English Education



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MOTTO

“Open Your Mind,

Open Your Heart,

and

Open Your Hand.”

الدُّعَاء سلاح المؤمنين

“A prayer is a weapon of the Muslim”

DEDICATION

After finishing the thesis, this thesis is dedicated to:

1. My great beloved parents, Basuki and Murtosiyah who always give full love, attention, motivation, support, advices, and pray for me, thank you so much and I love you.
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ABSTRACT

Natriani, Een. Student Registered Number. 2813123059. 2016. *The Effectiveness of Secret Message Game Toward Students' Vocabulary Achievement of First Grade Students at MTs Al Huda Bandung*. Thesis. English Education Department. State Islamic Institute (IAIN) of Tulungagung. Advisor: Faizatul Istiqomah, M.Ed.

Keyword: Effectiveness, Secret Message Game, Vocabulary

Vocabulary is a very important component to be taught to students. Without knowing vocabulary, it is impossible for people especially students to communicate using English. Students have to improve their ability in memorizing and understanding vocabulary. Teachers should find a way to make students enjoy learning vocabulary and give them motivation that learning English is important for them. A teacher has to be a creative person to make students have more attention in learning English. One of creative ways or techniques is game. While having fun during the games, students can practice their language skills. One of the games is Secret Message Game which focuses on students' activity. While playing the game, students will learn vocabulary with a card which has the clues. Students will be more interested in learning the meaning of the vocabulary and they will memorize them well.

The formulation of the research problems were: 1) How is students' vocabulary achievement before being taught by using Secret Message Game? 2) How is students' score vocabulary achievement after being taught by using Secret Message Game? 3) Is there any significant difference of students' score before and after being taught by using Secret Message Game?

The purposes of this research were: 1) To know students' vocabulary achievement before being taught by using Secret Message Game. 2) To know students' vocabulary achievement after being taught by using Secret Message Game. 3) To know whether there is significance difference of students' score before and after being taught by using Secret Message Game.

Research method: 1) The research design was pre-experimental research design with quantitative approach, 2) The population of this research was all students of first year at MTs Al Huda Bandung Tulungagung, 3) The sample was VII C class consisting of 28 students, 4) The research instrument was test, 5) The data collected was analyzed using T-test.

The result showed that the mean score of students' vocabulary before being taught by using secret message game was 63.50. While the mean score of students' vocabulary after being taught by using secret message game was 76.25. The result of counting score using T-test showed that t_{count} was 9.825, whereas t_{table} with significant level 5% was 2.052. Therefore, t_{count} was greater than t_{table} ($9.825 > 2.052$). It means the alternative hypothesis (H_1) which states that there is

significant difference between students' score before and after being taught by using secret message game was accepted. Whereas, null hypothesis (H_0) which states that there is no significant difference between students' score before and after being taught by using Secret Message Game and after using Secret Message Game was rejected. Therefore, it can be concluded that the Secret Message Game is effective to improve the students' vocabulary achievement in first grade of MTs Al Huda Bandung Tulungagung.

ABSTRAK

Natriani, Een. NIM. 2813123059. 2016. *The Effectiveness of Secret Message Game Toward Students' Vocabulary Achievement of First Grade Students at MTs Al Huda Bandung*. Skripsi. Tadris Bahasa Inggris (TBI). Institut Agama Islam Negeri (IAIN) Tulungagung. Dosen pembimbing: Faizatul Istiqomah, M.Ed.

Kata kunci: Effectiveness, Secret Message Game, Vocabulary

Kosakata merupakan komponen bahasa yang penting untuk diajarkan kepada siswa. Tanpa mempunyai pengetahuan tentang kosakata, orang khususnya para siswa mustahil bisa berkomunikasi menggunakan Bahasa Inggris. Para siswa harus meningkatkan kemampuan mereka dalam menghafal dan memahami kosakata Bahasa Inggris. Para guru seharusnya mempunyai cara untuk membuat para siswa merasa santai dalam mempelajari kosakata dan juga memberikan motivasi bahwa mempelajari Bahasa Inggris merupakan hal yang penting bagi mereka. Seorang guru harus kreatif untuk menarik perhatian para siswa dalam belajar Bahasa Inggris. Salah salah cara yang kreatif adalah menggunakan game atau permainan. Ketika siswa bersenang-senang dalam bermain game, mereka dapat mempraktekkan kemampuan berbahasa yang mereka miliki. Salah satu game tersebut adalah Secret Message Game (Permainan Pesan Rahasia) yang berfokus terhadap aktifitas siswa. Ketika bermain game, siswa akan belajar kosakata dengan menggunakan kartu yang berisi petunjuk atau masalah untuk dipecahkan. Siswa akan lebih tertarik untuk belajar tentang kosakata dan mereka bisa menghafal arti dari kosakata tersebut dengan baik.

Rumusan masalah dalam penelitian ini adalah: 1) Bagaimana prestasi kosakata siswa sebelum diajar dengan menggunakan Permainan Pesan Rahasia? 2) Bagaimana prestasi kosakata siswa setelah diajar dengan menggunakan Permainan Pesan Rahasia? 3) Apakah ada perbedaan nilai yang signifikan sebelum dan setelah diajar dengan menggunakan Permainan Pesan Rahasia?

Tujuan dari penelitian ini adalah: 1) Untuk mengetahui Bagaimana prestasi kosakata siswa sebelum diajar dengan menggunakan Permainan Pesan Rahasia, 2) Untuk mengetahui Bagaimana prestasi kosakata siswa setelah diajar dengan menggunakan Permainan Pesan Rahasia, 3) Untuk mengetahui apakah ada perbedaan nilai yang signifikan sebelum dan setelah diajar dengan menggunakan Permainan Pesan Rahasia.

Metode penelitian: 1) desain penelitian ini menggunakan penelitian eksperimen dengan menggunakan pendekatan kuantitatif, 2) Populasi dalam penelitian adalah semua siswa kelas tujuh MTs Al Huda Bandung Tulungagung, 3) Sampel penelitian ini adalah siswa kelas 7C yang berjumlah 28 siswa, 4) Instrumen penelitian yang digunakan dalam penelitian ini adalah menggunakan tes, 5) Data yang dikumpulkan dianalisis menggunakan rumus T-test.

Hasil penelitian menunjukkan bahwa rata-rata nilai kosakata siswa sebelum diajar dengan menggunakan Permainan Pesan Rahasia adalah 63.50. Sedangkan rata-rata nilai kosakata siswa setelah diajar dengan menggunakan Permainan Pesan Rahasia adalah 76.25. Hasil penghitungan skor menggunakan T-test menunjukkan bahwa hasil t_{count} adalah 9.825, sedangkan hasil t_{table} dengan signifikan level 5% adalah 2.052. Oleh karena itu, hasil t_{count} lebih besar dari t_{table} ($9.825 > 2.052$). Itu berarti bahwa alternative hypothesis (H_1) yang menyatakan bahwa ada perbedaan yang signifikan antara nilai kosakata siswa sebelum dan sesudah diajar dengan menggunakan Permainan Pesan Rahasia adalah diterima. Sedangkan null hypothesis (H_0) yang menyatakan bahwa tidak ada perbedaan yang signifikan antara nilai kosakata siswa sebelum dan sesudah diajar dengan menggunakan Permainan Pesan Rahasia adalah ditolak. Jadi, dapat disimpulkan bahwa Permainan Pesan Rahasia merupakan cara yang efektif untuk meningkatkan kemampuan kosakata siswa kelas 7 di MTs Al Huda Bandung Tulungagung.

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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.

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The writer

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