

**THE EFFECTIVENESS OF USING BORN TO THE SHOP
GAME TOWARD STUDENT'S VOCABULARY OF SEVENTH
GRADE AT SMPN 2 SUMBERGEMPOL TULUNGAGUNG**

THESIS



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**DEPARTMENT OF ENGLISH EDUCATION
FACULTY OF TARBIYAH AND TEACHERS' TRAINING
STATE ISLAMIC INSTITUTE OF TULUNGAGUNG**

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Presented to

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for the degree of Sarjana Pendidikan Islam in English Education



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2016

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MOTTO

EVERYTHING

CAN

HAPPEN

DEDICATION

I dedicate this thesis to:

- First, my beloved mother and father for their affection and support.
- Second, Mrs. Nany Soengkono SS, M.Pd., as my advisor for the assists during complete this thesis.
- Third, all my classmates of TBI B for all beautiful moments they have given.
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States that thesis entitled “The Effectiveness of Using Born to the Shop Game toward Students’ Vocabulary of Seventh Grade at SMPN 2 Sumbergempol Tulungagung” is truly my original work. It does not incorporate any material previously written or published by another person expect those in indicated in quotation and bibliography. Due to the fact, I am the only person responsible for the thesis if there any objection or claims form other.

Tulungagung, July 19th 2016

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ABSTRACT

Nugroho, Epik Adi. Student Registered Number. 2813123064. 2016. *The Effectiveness of Using Born to the Shop Game toward Students' Vocabulary of the Seventh Grade at SMPN 2 Sumbergempol*. Thesis. English Education Department. Faculty of Tarbiyah and Teacher Training, State Islamic Institute (IAIN) of Tulungagung. Advisor: Nany Soengkono Madayani, SS, M.Pd.

Keywords: Effectiveness, Vocabulary, Born to the Shop Game.

Vocabulary is the most important things in learning English, because vocabulary will give impact when we learn the skills and the other components. Vocabulary is very important for every learner who wants to master English. To make the students interested in Learning English, especially vocabulary we need to use teaching media likes games. One of the games in used teaching vocabulary is Born to the Shop Game. Born to the Shop Game is a game which is done by selecting (purchase) of items which is necessary to match the needs. It is used to be easier the students absorb materials in their learning process and it is a one of review assesses new vocabulary. Based on the explanation above, the researcher was interested to find out the effects of treatment by using Born to the Shop Game toward students' vocabulary of the seventh grade at SMPN 2 Sumbergempol Tulungagung.

The formulations of this research problem are: 1) "How is the students' vocabulary mastery before being taught using Born to the Shop Game of the seventh grade at SMPN 2 Sumbergempol?" 2) "How is the students' vocabulary mastery after being taught using Born to the Shop Game of the seventh grade at SMPN 2 Sumbergempol?" 3) "Is there any significant difference of students' vocabulary mastery before and after being taught using Born to the Shop Game?"

The purposes of this research are: 1) To know the students' vocabulary mastery before being taught using Born to the Shop Game. 2) To know the students' vocabulary mastery after being taught using Born to the Shop Game. 3) To know whether there is any significance difference in students' vocabulary mastery before and after being taught using Born to the Shop Game.

The research design was pre experimental design with one group pretest and posttest with quantitative approach. The Population was all the students of seventh grade at SMPN 2 Sumbergempol. The researcher took of seventh grade A class consists of 26 students as sample. The instrument used in this research was test (pretest and posttest). Data analysis of this research is using T-test.

The result showed that the score of students' vocabulary before being taught by using Born to the Shop Game (pretest) was low because the mean of the total score of 26 students was 48.923. After getting the treatment, the mean score of posttest was 77.846. It was improved, the t-test analysis that use by researcher,

the result of $t_{\text{count}} = 7.41$ and the value of “t” on the t score table $0.05 = 2.120$. It was known that t_{count} is higher than t_{table} ($t_{\text{count}} > t_{\text{table}}$).

Based on the result above, alternative hypothesis (H_a) that state is any significant difference of students’ vocabulary mastery in using Born to the Shop Game is accepted. While, the null hypothesis (H_0) that states there is no significant difference of students’ vocabulary mastery in using Born to the Shop Game is rejected.

Finally, it can be concluded that Born to the Shop Game is effective to teach vocabulary on junior high school students, especially for seventh grade student at SMPN 2 Sumbergempol Tulungagung.

ABSTRAK

Nugroho, Epik Adi. Nomor Induk Siswa. 2813123064. 2016. *The Effectiveness of Using Born to the Shop Game toward Students' Vocabulary of the Seventh Grade at SMPN 2 Sumbergempol*. Skripsi. Tadris Bahasa Inggris. Institute Agama Islam Negeri (IAIN) Tulungagung. Pembimbing: Nany Soengkono Madayani, SS, M.Pd.

Keywords: Keefektipan, Kosakata, Born to the Shop Game.

Kosakata sangat penting dalam belajar bahasa inggris, karena kosa kata akan memberikan dampak ketika kita belajar ketrampilan dan komponen lainnya. Kosakata sangat penting untuk setiap pelajar yang ingin ahli berbahasa inggris. Untuk membuat siswa tertarik belajar bahasa inggris, khususnya kosakata kita butuh menggunakan media pembelajaran seperti permainan. Salah satu permainan yang digunakan dalam pengajaran bahasa inggris adalah permainan Born to the Shop. Permainan Born to the Shop adalah permainan yang dilakukan dengan cara memilih (membeli) bahan yang diperlukan untuk mencocokkan dengan kebutuhan. Permainan ini digunakan untuk mempermudah siswa menyerap materi yang diberikan guru selama proses pembelajaran berlangsung sekaligus untuk meninjau dan menilai pemahaman dan pengetahuan kosakata baru. Berdasarkan penjelasan di atas, peneliti tertarik untuk mengetahui efek dari perlakuan menggunakan permainan Born to the Shop terhadap kosakata siswa kelas tujuh di SMPN 2 Sumbergempol Tulungagung.

Rumusan masalah dari penelitian ini adalah: 1) Bagaimana kemampuan kosakata siswa kelas tujuh di SMPN 2 Sumbergempol sebelum diajarkan menggunakan permainan Born to the Shop? 2) Sumbergempol setelah diajarkan menggunakan permainan Born to the Shop? 3) Apakah ada perbedaan yang signifikan dari kemampuan kosakata siswa sebelum dan sesudah diajarkan menggunakan permainan Born to the Shop?

Tujuan dari penelitian ini adalah: 1) Untuk mengetahui kemampuan kosakata siswa sebelum diajarkan menggunakan permainan Born to the Shop. 2) Untuk mengetahui kemampuan kosakata siswa sesudah diajarkan menggunakan permainan Born to the Shop. 3) Untuk mengetahui apakah ada perbedaan yang signifikan dari kemampuan kosakata siswa sebelum dan sesudah diajarkan menggunakan permainan Born to the Shop.

Pola penelitian yang digunakan dalam penelitian ini adalah pre experimental design dan pendekatan quantitative. Populasi dalam penelitian ini merupakan seluruh siswa kelas tujuh di SMPN 2 Sumbergempol. Peneliti mengambil kelas 7A yang terdiri dari 26 siswa sebagai sample. Instrument penelitian ini menggunakan tes (pretest and posttest). Analisa data menggunakan T-test.

Hasil menunjukkan bahwa nilai kosakata siswa sebelum diajarkan menggunakan permainan Born to the Shop (pretest) adalah kurang karena rata

nilai dari 26 siswa adalah 48.923. setelah mendapatkan perlakuan, rata nilai dari posttest adalah 77.846. Terjadi peningkatan, analisa t-test yang digunakan peneliti, hasilnya $t_{count} = 7.41$ dan nilai dari “t” pada table t score $0.05 = 2.120$. Ini menunjukkan bahwa t_{count} lebih besar daripada t_{table} ($t_{count} > t_{table}$).

Berdasarkan hasil di atas, alternative hypothesis (H_a) menunjukkan adanya perbedaan yang signifikan dari kemampuan kosakata siswa dalam penggunaan permainan Born to Shop diterima. Sedangkan, null hypothesis (H_0) menunjukkan tidak adanya perbedaan yang signifikan dari kemampuan kosakata siswa dalam penggunaan permainan Born to the Shop ditolak.

Akhirnya, dapat disimpulkan bahwa permainan Born to the Shop efektif untuk mengajar kosakata pada siswa SMP, khususnya kelas tujuh di SMPN 2 Sumbergempol.

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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. May Allah give blessed to us so this thesis can be useful for the reader.

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The writer

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