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# THE INFLUENCE OF FLY SWATTER GAME ON IMPROVING STUDENTS' VOCABULARY AT THE FIRST GRADE OF *MTS MA'ARIF CIKEDUNG*

**A THESIS**

**Submitted to English Language Teaching Department, *Tarbiyah* and Teacher Training Faculty, *Syekh Nurjati* State Islamic Institute Cirebon In Partial Fulfillment of The Requirements of Undergraduate Degree**

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**2015**

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# ABSTRACT

*Evi Nurjanah. 14111320097. THE INFLUENCE OF FLY SWATTER GAME ON IMPROVING STUDENTS' VOCABULARY AT THE FIRST GRADE OF MTS MA'ARIF CIKEDUNG*

English as foreign language give students a chance to master the other language, but it still becomes problems when students face the difficulties when learning it, especially when they should remember many words to facilitate the four skills. Realizing it, the strategy is important to be used in classroom for teaching vocabulary. Game is the strategy can be used to improve students' vocabulary since it is believed that can help students learn easily. So, this research is intended to find out the influence of fly swatter game on improving students' vocabulary at the first grade of *MTS Ma'arif Cikedung*.

This study aimed to find out the students' vocabulary mastery before and after using the Fly Swatter game strategy, and to find out the significance influence of fly swatter game to improve students' vocabulary mastery.

Furthermore, the quantitative study is conducted to find out the influence of Fly swatter Game to Improve students' vocabulary. The researcher conducts Test (pretest and posttest) to collect the data. Here, data taken from students at *MTS Ma'arif Cikedung* as a sour of the data, then the data will be analyzed descriptive statistically and inferential statistically.

Moreover, the t-test is used to analyze the statistical data. Here the independent sample t-test is used, because the data is comes from different group. The finding shows the t-test result is 1.823, degree of freedom is 38 with the number of t-table 5% is 1.69. Because the t score > t table (1.823 > 1.69) so Ho is rejected and Ha is accepted. It means that there is significant influence of the application of the fly swatter game to improve students' vocabulary mastery in the first grade of *Mts Ma'arif Cikedung.*

In addition, based on the result, the Fly Swatter Game strategy helps students to improve their vocabulary with enjoyable atmosphere. In this game students have challenge to looking for the words that has been provide with the clue that given by teacher.

Key words : Fly swatter game, vocabulary, and vocabulary Mastery.

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## RATIFICATION

This thesis which entitled "**THE INFLUENCE OF FLY SWATTER GAME ON IMPROVING STUDENTS' VOCABULARY AT THE FIRST GRADE OF MTS *MA'ARIF CIKEDUNG*"** written by Evi Nurjanah, student number 14111320097 has been examined on 30th June 2015. It has been accepted by the board examiners. It has been recognized as one of the requirements for Undergraduate Degree in English Language Teaching Department at *Tarbiyah* and Teacher Training Faculty, *Syekh Nurjati* State Islamic Institute Cirebon.

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**TABLE OF CONTENT**

COVER ..... i
TITLE ..... ii
ABSTRACT ..... iii
APPROVAL ..... iv
OFFICIAL NOTE ..... v
LETTER OF AUTHENTICITY ..... vi
RATIFICATION ..... vii
AUTOBIOGRAPHY ..... vii
DEDICATION ..... ix
PREFACE ..... x
ACKNOWLEDGEMENT ..... xi
TABLE OF CONTENT ..... xiii
LIST OF CHART ..... xvii
LIST OF TABLE ..... xvii
LIST OF FIGURE ..... xviii
LIST OF APPENDICES ..... xix

CHAPTER I INTRODUCTION
1.1 The Background of the Research ..... 1
1.2 The Identification of the Problem ..... 4
1.2.1 The Field of the Research ..... 4
1.2.2 The Kinds of the Problem ..... 5
1.2.3 The Main Problem of the Problem ..... 5
1.3 The Delimitation of the Research ..... 5
1.4 The Questions of Research ..... 6
1.5 The Aims of the Research ..... 6
1.6 The Significance of the Research ..... 6

CHAPTER II THEORITICAL FOUNDATION
2.1 The Nature of Vocabulary ..... 8
2.1.1 Definition of Vocabulary ..... 8

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2.1.2 Kinds of Vocabulary ..... 9
2.2 Fly Swatter Game ..... 16
2.2.1 Definition of Game ..... 16
2.2.2 Fly swatter Game ..... 18
2.2.3The Advantages of Playing Fly Swatter Game ..... 21
2.3 Definition of Improve ..... 22
2.4 The Influence of Fly swatter Game on Improving Students' Vocabulary 22
2.5 The Previous Study ..... 24
2.6 The Frame of Thought ..... 27
2.7 The Hypothesis of Research..... 28

CHAPTER III THE METHODOLOGY OF RESEARCH

3.1 The Aim of The Research ..... 29
3.2 The Place and the Time of Research..... 29
3.3 The Method of the Research ..... 30
3.4 Research Design..... 30
3.5 Population and Sample..... 31
3.4.1 Population ..... 31
3.4.2 Sample..... 32
3.5 Variables of Research ..... 34
3.6 Techniques of Collecting Data..... 34
3.6.1 Test ..... 35
3.6.3 Steps of Collecting data..... 35
3.7 Test of instrument ..... 37
3.7.1 Validity of Instrument..... 37
3.7.2 Reliability of Instrument ..... 39
3.8 Technique of Data Analysis ..... 40
3.8.1 Descriptive Statistic ..... 40
3.8.2 Inferential Statistic ..... 40
3.9 The Statistical Hypothesis..... 43

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CHAPTER IV RESEARCH FINDING AND DISCUSSION

4.1 Research Finding ..... 44
4.1.1 Pretest and posttest ..... 44
4.1.2 Descriptive Statistic Data ..... 52
4.1.3 T-test Result ..... 54
4.2 Discussion ..... 57

CHAPTER V CONCLUSION

5.1 Conclusion ..... 61
5.2 Suggestion ..... 62

BIBLIOGRAPHY ..... 64
APPENDICES ..... 68

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# CHAPTER 1

# INTRODUCTION

Introduction tells about area of the research, this session also talks about topic was investigated and the purposes in this research. This chapter deals with background of problem, the identification of the problem which consists of the field of the research, the kinds of problem, and the main problem. Besides, in this chapter include the limitation of the problem, the questions of problem, the aims of the problems, and the significance of the research.

## 1.1 The Background of the Research

In Indonesia English is taught as foreign language which the first language is not English. In English teaching and learning there are four skills (speaking, listening, writing, and reading,) those students should learn and comprehend, but not only four skills, vocabulary and grammar also important to be learnt, both of them are important aspect to link four skills, especially for vocabulary, as Wilkins (1972, 111 cited in Elyas, Tariq & Alfaki, Ibrahim, 2014) powerfully argues "Without grammar very little can be conveyed, without vocabulary nothing can be conveyed". It is strongly supported that learning the exact vocabulary can be considered to be more important than learning part of grammar as the basic need for learning a language (Aslanabadi H & Rasouli Giti 2013: 187)

Vocabulary is central to language and is of great significance to language learners (Zimmerman, 1998 cited in Zahedi and Abdi 2012: 2273). Vocabulary is the basic access to a language. Without words, there would not be language structures. Vocabulary is defined as words in a specific language or free standing items of language that have meaning (McCarthy, 1990: 32). It is seems that vocabulary is an important item in language, because with a lake of vocabulary it will be a problem when learn a language. Min (2013: 64) states that lack of vocabulary knowledge is a problem across all areas.

In the real condition of learning English there are many students who have difficulties in reading, writing, speaking and listening which one of the problem is they are lack of vocabulary. When students are lack of vocabulary they cannot express their ideas well. It gives effect to students' achievement and motivation in

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learning English. So the research of Vocabulary is important to be investigated because vocabulary is the basic access to a language. In addition, Nation (2004: 159) claims that words are the building blocks of a language since they label objects, actions, ideas without which people cannot convey the intended meaning.

Here, intended meaning is very crucial in communication to deliver ideas. Moreover, In the ESL context, identifying words is the first stage to mastering language where it is used to represent what is actually delivered. Then, vocabulary not only supports the four language skills, but also mediates between ESL students and content-area classes in that these students often find that lack of vocabulary knowledge is an obstacle to learning. Therefore, it follows that ESL vocabulary teaching and learning are often emphasized (Nam 2010: 127). So it is important to be learned and taught in the ESL classroom.

Realizing the fact that vocabulary is a crucial aspect in language teaching and learning, the teacher of English should find out solution by creating an efficient and effective strategy to help students in teaching English vocabulary. It is better if ESL teachers are attuned to effective strategies for teaching vocabulary, they could facilitate students' proficiency in the four skills. According to Hulstjin (1993, cited in Khabiri, M & Phakzab, M, 2012: 74), teaching vocabulary should not only consist of teaching specific words but also aim at equipping learners with strategies necessary to expand their vocabulary knowledge. Furthermore, Nation (2001: 21) said that large vocabulary can be acquired with the help of vocabulary learning strategies and they are useful for learners in all language proficiencies.

Vocabulary can be reinforced by using a variety of game formats. Focus maybe placed upon word building, spelling, meaning, sound/symbol correspondences, and words inferred from sentence context. Game is one of strategy that can make students fun and enjoy. Besides that it is believed that students can easier to remember word. It is supported by Nguyen & Khuat (2003) who point out games help learners to learn and retain new words more easily. In this study the researchers interested to improve students' vocabulary using games. Here researcher investigates fly swatter game to improve students' vocabulary and focus to improve students' vocabulary in one part of speech (noun) about occupation or jobs.

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According to Amari & Rezqiah (2013: 237) fly swatter is a game where the students have to get the word in the blackboard using the teacher's instruction. This game helps students to improve their sight-word dictionary and it can be a valuable tools. On the other hand Amari and Rezqiah (2013: 237) also state that it is an exciting activity in the class, and students will feel more enjoyable and they will get addicted to the game. So here the researcher chooses Fly Swatter game to be investigated because it is believed that the game can improve students' vocabulary, besides that it can make students fell enjoyable during learning words. It is also can emerged their motivation in learning which it can help students get new word easier because they learn in fun atmosphere.

Furthermore, there are many researchers who had investigated the study of vocabulary and most of them focus on how to improve students' vocabulary mastery using different strategy. Vanlee (2013), Al-Hinnawi (2012), and Indriati (2014) are investigated the effectiveness of using Memory strategy to improve students' vocabulary. The kind of memory strategy that they used is different, Vanelle using mnemonik key word method to low proficiency English Learner and to explore the method in short and long-term retention, Al-Hinawa (2012) using Grapic organizer strategy with focus on eight feature: word spelling, pronunciation, part of speech, meaning in the first language, meaning in the foreign language, synonym and antonym. Indriati (2014) using smantic mapping strategy. On the other hand, Sitompul, 2013 using media (flashcard) and Oktafiya, 2014 using game (pictionary game) to improve students vocabulary mastery.

Different with fifth previous study above, here the researcher is interested to investigate the influence of the fly swatter game to improve students' vocabulary and here researcher will focus to improve students' vocabulary in one part of speech that is noun with occupation or jobs as main focus.

Moreover, the study conducted in *MTS Ma'arif Cikedung* exactly in the first grade which the researcher take samples of class A as control class and B as experimental class. After conducted the first observation to know the condition and teaching and learning process in *Mts Ma'arif Cikedung* there are some reasons the researcher choose this school the researcher found some problems that

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faced by students in first grade of the school. In that school the researcher find out that most of students in *Mts Ma'arif Cikedung* are less motivation in learning English and less in vocabulary knowledge which it is influence to developed student skills in the four skills. It seems that students will lose confidence in learning English when they cannot know and understanding the vocabularies to express their idea and understand the meaning especially for first grade students. Besides, the teachers in this school seldom use game in their teaching. Based on the problem, the researcher conducted the study in that school.

Furthermore, there are two variables in this research, divided into independent variable and dependent variable. Independent variable for this research is Fly Swatter game and dependent variable is improving students' vocabulary. On the other hand, this study hopefully can give contribution in English education. It is hoped that teacher will realize with using effective or efficient strategy or method that can facilitate and help students in learning English vocabulary and this study can be a reference strategy for teacher in teaching English vocabulary. Besides, it is hoped be emerge teachers' awareness about how important teaching vocabulary explicitly to help student master in vocabulary as an effort to build comprehending of English Language, especially four skill. So the research here investigated The Influence of Fly Swatter Game on Improving Students' Vocabulary at the First Grade of *Mts Ma'arif Cikedung* that hope can give contribution to English education especially and the other education generally.

## 1.2 The Identification of the Problem

The identification of problem is acquired to give the clarification about the study will be investigated. Here those are:

### 1.2.1 The field of the Research

The field of this research is vocabulary building, here the researcher investigated the influence of the using the game (Fly Swatter Game) in teaching and learning English vocabulary.

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1.2.2 The kinds of the Problem

The thesis is emphasizing teaching and learning vocabulary because researcher found some problems that face by students in vocabulary the problems as follows:

a. The students are less to understand English vocabulary
b. The students are have difficult in learning English vocabulary
c. The students are passive in learning English
d. The students are less motivation in learning English
e. The students are bored in conventional method that use by teacher

As statements above, it seems that in learning English as a foreign language most of students have difficulties in vocabulary building that while vocabulary plays an important role. It is one of element that links the four skills of speaking, listening, reading and writing all together. In order to communicate well in a foreign language, students should acquire an adequate number of words and should know how to use them accurately. In real situation, in Indonesia many students have difficulties to learning English and it is caused by a problem in the meaning of the words. This phenomenon has influence to students' motivation to learning English and affected to students interest.

1.2.3 The Main of the Problem

The main problems of this study student have less understanding in English vocabulary especially in the meaning. It is caused they have difficulties in learning it, besides that it give influence to students' motivation in learning English. This thesis tries to describe how the fly swatter game gives influence to improve student's vocabulary in first grade of *Mts Ma'arif Cikedung.*

## 1.3 The Delimitation of the Research

In this study researcher investigated the influence of fly swatter game to improve students' vocabulary in first grade of MTS *Ma'arif Cikedung*. Here

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researcher will focus on improving students' vocabulary mastery about occupations or jobs, which it is kind of noun.

## 1.4 The Questions of the Research

Based on the limitation of the problem above, the writer formulates some problem as follow:

1. How is the students' vocabulary mastery before using Fly Swatter game at the first grade of *Mts Ma'arif Cikedung*?
2. How is students' vocabulary mastery after using Fly Swatter Game at the first grade students in *Mts Ma'arif Cikedung*?
3. Is there any significant influence of the application Fly Swatter game on improving Students' vocabulary at the first grade students in *MTS Ma'arif Cikedung*?

## 1.5 The Aims of the Research

The aims of the research of this study as follow:

1. To know students' vocabulary mastery before using the Fly Swatter game at the first grade students of *MTS Ma'arif Cikedung*.
2. To know students' vocabulary mastery after using Fly Swatter game at the first grade students of *MTS Ma'arif Cikedung.*
3. To know the significant influence of the application Fly Swatter game on improving Students' vocabulary mastery in first grade students of *MTS Ma'arif Cikedung?*

## 1.6 The Significance of the Research

In this research, researcher expects usefulness of the research both theoretically and practically.

### 1.6.1 Theoretically

The results of the study enrich knowledge about English learning using Fly swatter game. It can give new information of teaching strategy (fly swatter) includes how it can be used in the class and how it give the influence to the students' learning vocabulary. Furthermore, this strategy in teaching is

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still immature. So, the function of this study can be a source to support to the theory of Fly Swatter game strategy, whether or not this strategy is a useful strategy to help students in learning English especially for vocabulary.

### 1.6.2 Practically

The result of this research can be used as input or technique to learn English in teaching and learning process in Junior High School, senior high school and the other if the influence of this strategy is found of teaching vocabulary especially. The positive impact of this research can support the English teachers to apply this technique in teaching vocabulary. They can develop and use new strategy in order to make the students enjoy and relax in teaching learning process. Besides, the research can be used as reference for those who want to conduct a research which still has relationship with this research.

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# CHAPTER V

# CONCLUSION AND SUGGESTION

This chapter presents the conclusion of the research' result and some suggestions are also revealed for the next similar study.

## 5.1 Conclusion

The research question to answer this research is: "How is the students' vocabulary mastery before using Fly Swatter game at the first grade of *Mts Ma'arif Cikedung?"* The next question is "How is students' vocabulary mastery after using Fly Swatter Game at the first grade students in *Mts Ma'arif Cikedung?"* And the last "Is there any significant influence of the application Fly Swatter game to improve Students' vocabulary at the first grade students in *Mts Ma'arif Cikedung?"*

From the data obtain through test (pretest and posttest) and observation (observational checklist) it is found that the students' vocabulary of the school is low, it can be seen from the pretest result which the control and experimental class got low average with the average of control class is 56.76 and experimental class 50.2 and the gain is 6.56.

Furthermore, the students' vocabulary knowledge was improve after conducted treatment which the control class learning vocabulary using conventional method and experimental class using fly swatter game strategy. The post-test result of control class was good enough, which the control class got the average score 75.25, it is increase 18.49 points from pretest. Besides, the experimental class has good post-test result also, where the class got the average 83.85, it was increase 33.65 points than before, and the improvement is significance enough with realizing the differences is big enough.

Realizing that, it seems that the experimental class has higher improvement than the control class with the average again both of class is 15.16. On the other hand the result of t-test which the researcher using independent sample t-test because the group consist of different people (control class and experimental

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class). Based on the calculation of t-test result, the t-score that got is 1.823, the degree of freedom is 38 with the number of t-table 5% is 1.69. Because the t score > t table (1.823 > 1.69) so Ho is rejected and Ha is accepted. It means that there is any significant influence using Fly swatter game to improve students' vocabulary mastery in the first grade of *Mts Ma'arif Cikedung.*

Based on the data analysis, there is positive effect of using Fly Swatter game to improve students' English vocabulary although the effect size is medium with the number 0.5574. So, the fly swatter game strategy can be an alternative strategy in teaching English, especially for teaching vocabulary. The advantages of this game helps students to improve their sight-word dictionary and it can be a valuable tools, beside that student will be interesting learning using this game because the game make the atmosphere be fun and enjoyable.

## 5.2 Suggestion

The following are suggestion for those who are interest in conducted similar study and part of education, as follow:

### a. For Teacher

Teacher is important aspect in the teaching process since they are as someone who will manage the classroom. Besides, they role is influence to the how teaching and learning process be going on which it has give effect to student achievement also. Nowadays teacher should be creative in making the class alive and interesting, they should be always improving his or her skills and knowledge in exploring the class and the last they support and encourage the learner's desire to learn, the last always support students and help them to solve their problem in learning or other.

### b. For the Students

Students also should have intention in learning; they should be an active in Learning English by doing some more exercises both at school and at home. Besides that to improve they vocabulary they can use this game with friends or family. Furthermore, the students should have many practices using English, like

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doing speaking with friends, sing a song or hearing a song. On the other hand, students should have a specific reading time each day to practice their ability, because with reading they will knows more vocabulary and still remember because the vocabularies used when they reading, and it is also will improve they four skills.

**c. For the Institution**

The institution should give the chance to make some creations in teaching English by preparing the facility needed in the class activity, give the media and facility in order to make better progress achievement of English, and make teaching-learning more effective. Further, they can be a significant contribution to the development of the institution's elements to get the best result.

**d. For the future researcher**

The last, for the next researcher the result of the study hoped can be used as reference to conduct further study about the using of Fly swatter game to improve students' vocabulary. Besides it is better if there is the development this game, which it can add how the vocabulary is used in the context.

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