



TEACHING ENGLISH VOCABULARY BY USING
TOUCH AND GO GAME TO THE FIFTH GRADE STUDENTS
OF MI MATHALIUL FALAH 01 TULAKAN DONOROJO JEPARA
IN 2015/2016 ACADEMIC YEAR

By:

SUCI KURNIAWATI

NIM 201232040

ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY

2016



**TEACHING ENGLISH VOCABULARY
BY USING TOUCH AND GO GAME TO THE FIFTH GRADE STUDENTS
OF MI MATHALIUL FALAH 01 TULAKAN DONOROJO JEPARA
IN 2015/2016 ACADEMIC YEAR**

SKRIPSI

**Presented to the University of Muria Kudus
In Partial fulfillment of the Requirement for Completing
the Sarjana Program in English Education**

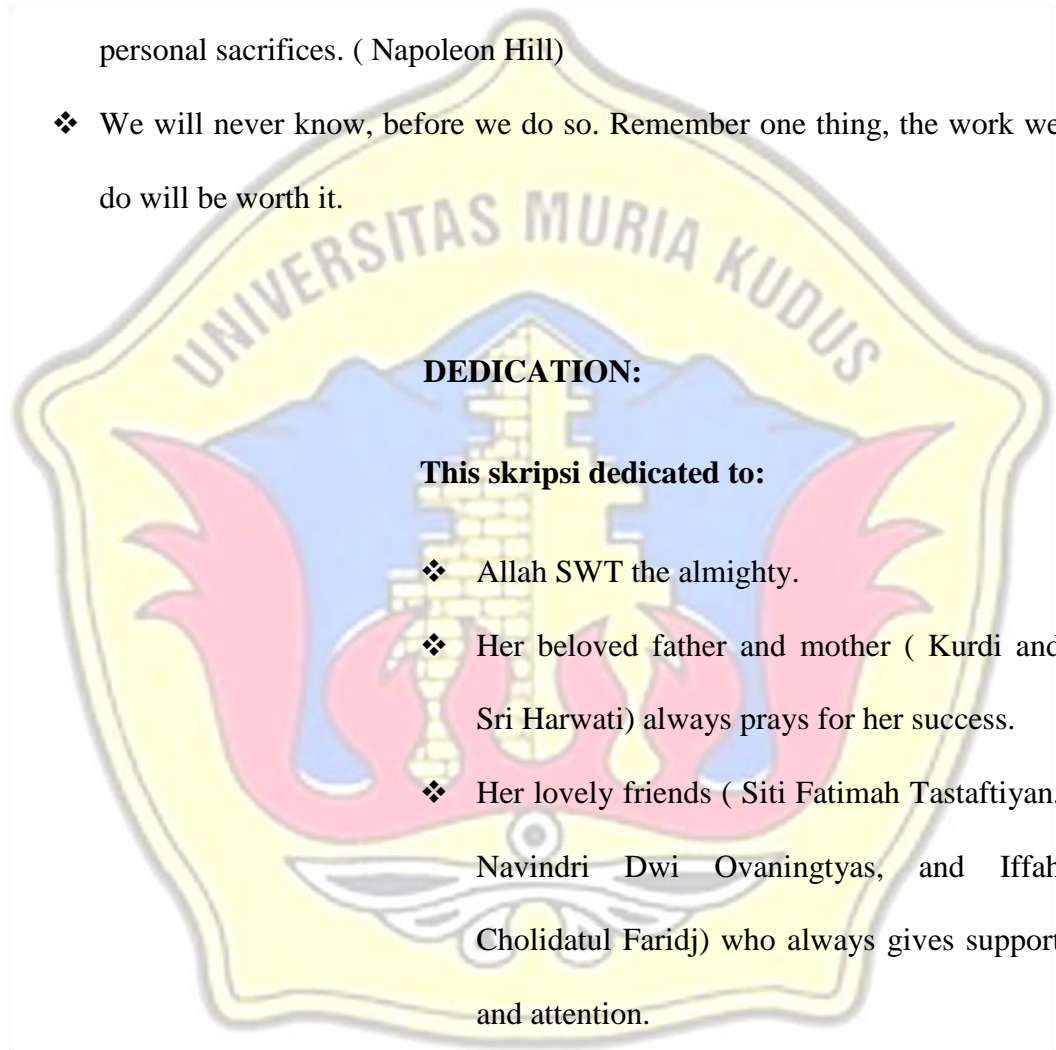
**By:
SUCI KURNIAWATI
NIM 201232040**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2016**

MOTTO AND DEDICATION

MOTTO

- ❖ Education is the most powerful weapon which you can use to change the world. (Nelson Mandela)
- ❖ No one who achieved great success without being willing to make personal sacrifices. (Napoleon Hill)
- ❖ We will never know, before we do so. Remember one thing, the work we do will be worth it.



- ❖ Her lovely friends in her boarding house (Desi Nurul Hidayah) partner in crime (just for fun).


- ❖ All of the lecturer in Department of English Education Department of English Education UMK.
- ❖ All of the her friends in Department of English Education UMK.




ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Suci Kurniawati (201232040) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

Kudus, 25th June ,2016
Advisor I


Drs. Suprihadi, M.Pd
NIP. 19570616-198403-1-015

Kudus, 25th June, 2016
Advisor II


Agung Dwi.N, SS, M.Pd
NIS.0610701000001187


Acknowledged by
Head of English Education Department


Diah Kurniati, S.Pd., M.Pd.
NIS. 0610701000001190


EXAMINERS' APPROVAL

This is to certify that the Skripsi of Suci Kurniawati (201232040) has been approved by the Examining Committee as a requirement for the Sarjana Degree in English Education.

Kudus, August 4th, 2016
Proposal Examining Committee:


Drs. Suprihadi, M.Pd
NIP. 19570616 198403 1 015

,Chairperson


Agung Dwi.N, S.S, M.Pd
NIS.0610701000001187

,Member


Atik Rokhavani, S.Pd., M.Pd.
NIS. 0610701000001207

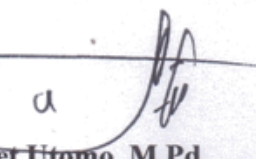
,Member


Aisyah Ririn Perwikasih Utari, S.S, M.Pd
NIS.0610701000001228

,Member

Acknowledged by
The Faculty of Teacher Training and Education




Dr. Slamet Utomo, M.Pd.
NIP. 19621219 198703 1 015

ACKNOWLEDGEMENT

Alhamdulillah, the writer grateful prays and thanks to Allah SWT the almighty and the merciful for the blessing, miracle, and inspiration so that the writer finish this skripsi entitled “ Teaching English Vocabulary by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year”.

Praise and invocation are also given to our Prophet, Muhammad SAW, who is always hoped his intercession in the end of the world. The writer would like to express her gratitude and thanks to:

1. Dr. Slamet Utomo, M.Pd as the Dean of the Faculty of Teacher Training and Education of Muria Kudus University.
2. Diah Kurniati, S.Pd, M.Pd as the Head of English Department of Teacher Training and Education Faculty of Muria Kudus University.
3. Drs. Suprihadi, M.Pdas the First Advisor for his best guidance, motivation and suggestion in finishing this final project.
4. Agung Dwi.N, SS, M.Pd as the Second Advisor for his best guidance, motivation and suggestion in finishing this final project.
5. All of the lectures in English Education Department. Thanks for the knowledge that gave to her.
6. Kusin, S.Pd.I as the headmaster of MI Mathaliul Falah 01 Tulakan Donorojo Jepara who has given permission to do this research at this school.

7. Luthfiatin, S.Pd.I as the English teacher who has given her helps and guidance to make research at this school.
8. Her beloved parents (Kurdi and Sri Harwati) for their prays and support in finishing this research.
9. Her lovely friends (Tian, Navin, Iffah, Desi, Izza,Desi) thanks for your helps, support and motivation.
10. All of friends that cannot mention one by one.

Hopefully, the skripsi will be useful for all the readers.

Kudus,

The Writer

Suci Kurniawati



ABSTRACT

Kurniawati, Suci. 2016. *Teaching English Vocabulary by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Drs. Suprihadi, M.Pd, (ii) Agung Dwi.N, SS, M.Pd.

KeyWords : Touch and Go Game, vocabulary mastery.

Vocabulary is one of the important aspects in learning English and vocabulary is one of three language components besides grammar and pronunciation. With the limited vocabulary, students will have difficulties in learning and understanding the foreign language. Meanwhile, the students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara have problems in vocabulary. The teacher only used the student's worksheet and the reference is students worksheet "KTSP Bahasa Inggris" in teaching learning process. The students also get difficulties in remembering the words. To solve the problems, the writer tried to use "Touch and Go" game as the alternative technique to teach English vocabulary. The students will get the new vocabulary and memorizing vocabulary. Based on conditional, the writer want to do the research with entitled "Teaching English Vocabulary by using Touch and Go Game To Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year".

The aim of this research is to find out whether or not there is a significant difference between the vocabulary mastery of fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 academic year before and after being taught by using Touch and Go Game.

This is a quantitative research. The method of the research is experimental research which uses pre-test and post-test design of the research. The population of this research is the fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara that consist of 26 students.

The result of the research shows that the mean score of the vocabulary mastery of fifth grade students before taught by using Touch and Go Game is 62.88 and the mean score of the vocabulary mastery of fifth grade students after being taught by using Touch and Go Game is 78.92. it can be concluded that t-obtained 5.21 in the level of significance $\alpha = 0.05$ and the degree of freedom (df) 25 which is gained from $N-1$, the t-critical is 2.060. t-obtained is higher than t-critical ($t_o > t_t$). So, the hypothesis states, "There is a significant difference between the vocabulary mastery of fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 academic year before and after being taught by using Touch and Go Game.

Based on the research above, the writers suggest that the English teacher may use Touch and Go Game in teaching English vocabulary . By using this game the students will not feel bored and the students can be interested in learning English.



ABSTRAK

Kurniawati, Suci. 2016. Pembelajaran Kosakata Bahasa Inggris dengan menggunakan Permainan Sentuh dan Pergi Kelas Lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara Tahun Ajaran 2015/2016. Skripsi. Program Studi Bahasa Inggris. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Muria Kudus. Pembimbing: (i) Drs. Suprihadi, M.Pd, (ii) Agung Dwi N, SS, M.Pd.

Kata Kunci : Permainan sentuh dan pergi, penguasaan kosakata

Kosakata adalah salah satu aspek penting di dalam pembelajaran Bahasa Inggris dan kosakata adalah satu dari tiga komponen bahasa selain tata bahasa dan pelafalan kata. Dengan kosakata yang terbatas, murid akan kesulitan dalam belajar dan memahami bahasa asing. Sementara itu, murid dari MI Mathaliul Falah 01 Tulakan Donorojo Jepara mempunyai masalah dalam kosakata. Guru hanya menggunakan lembar kerja murid dan mengacu sesuai lembar kerja "KTSP Bahasa Inggris" dalam proses belajar mengajar. Murid juga kesulitan dalam mengingat kata. Untuk mengatasi masalah tersebut, penulis mencoba untuk menggunakan permainan sentuh dan pergi sebagai alternatif untuk mengajarkan kosakata Bahasa Inggris. Murid akan mendapatkan kosakata baru dan mengingat kosakata. Berdasarkan latar belakang di atas, penulis ingin melakukan penelitian berjudul "Pembelajaran Kosakata Bahasa Inggris dengan menggunakan Permainan Sentuh dan Pergi Kelas Lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara Tahun Ajaran 2015/2016".

Tujuan penelitian ini adalah untuk mengetahui apakah ada perbedaan signifikan antara penguasaan kosakata siswa kelas lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara tahun ajaran 2015/2016 sebelum dan sesudah menggunakan permainan sentuh dan pergi.

Ini adalah penelitian kuantitatif. Metode yang digunakan adalah eksperimen dengan menggunakan desain pre-test dan post-test. Populasi dari penelitian ini adalah siswa kelas lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara yang terdiri dari 26 siswa.

Akhir dari penelitian ini menunjukkan bahwa rata-rata nilai siswa sebelum diajarkan menggunakan permainan sentuh dan pergi adalah 62.88 dan rata-rata nilai siswa sesudah diajarkan menggunakan permainan sentuh dan pergi adalah 78.92. Penelitian ini menyimpulkan bahwa t -obtained 5.21 di level signifikansi $\alpha = 0.05$ dan derajat kebebasan (df) 25 yang diperoleh dari $N-1$, t -critical adalah 2.060. t -obtained lebih tinggi dari t -critical ($t_o > t_t$). Jadi hipotesisnya "ada perbedaan yang signifikan antara penguasaan kosakata kelas lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara tahun ajaran 2015/2016 sebelum dan sesudah menggunakan permainan sentuh dan pergi".

Berdasarkan proses penelitian tersebut, penulis mengungkapkan bahwa guru Bahasa Inggris boleh menggunakan permainan sentuh dan pergi di dalam

pengajaran kosata kata Bahasa Inggris. Dengan menggunakan permainan ini murid tidak akan bosan dan murid dapat akan minat dalam belajar Bahasa Inggris.



TABLE OF CONTENTS

	Page
COVER	i
LOGO	ii
TITLE	iii
MOTTO AND DEDICATION	iv
ADVISORS' APPROVAL	vi
EXAMINERS' APPROVAL	vii
ACKNOWLEDGEMENT	viii
ABSTRACT	x
ABSTRAK	xii
TABLE OF CONTENTS	xiv
LIST OF TABEL	xvii
LIST OF FIGURE	xviii
LIST OF APPENDICES	xix
CHAPTER I INTRODUCTION	
1.1 Background of the Research	1
1.2 Statement of the Problem	5
1.3 Objective of the Research	5
1.4 Significance of the Research	5
1.5 Scope of the Research	6
1.6 Operational Definition	6
CHAPTER II REVIEW OF RELATED LITERATURE	
2.1 Teaching English in Elementary School	7
2.2 The Characteristics of Young Learners	8
2.3 The Teaching English in MI Mathaliul Falah 01 Tulakan Donorojo Jepara	9
2.3.1 The Purpose of Teaching English in MI Mathaliul Falah 01 Tulakan Donorojo Jepara	10
2.3.2 The Material of Teaching English in MI Mathaliul Falah 01 Tulakan Donorojo Jepara	10
2.4 The Definition of Vocabulary	11
2.4.1 Teaching Vocabulary	11
2.4.2 Kinds of Eenglish Vocabulary	12
2.5 Games	13
2.6 Touch and Go Game to Teach Vocabulary	14
2.7 Review of Previous Research	15
2.8 Theoretical Framework	16
2.9 Hypothesis	17
CHAPTER III RESEARCHMETHOD	
3.1 Design of the Research	18
3.2 Population and Sample	20

3.2.1	Population	20
3.2.2	Sample	21
3.3	Instrument of the Research	21
3.4	Data Collection	24
3.5	Data Analysis	25
CHAPTER IV FINDING OF THE RESEARCH		
4.1	Finding of the Research	31
4.1.1	Teaching English Vocabulary Mastery before being taught by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	31
4.1.2	Teaching English Vocabulary Mastery after being taught by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	34
4.1.3	The Significance Difference of the Teaching English VocabularyMastery before and after being Taught by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	37
4.2	Hypothesis Testing	41
CHAPTER V DISCUSSION		
5.1	Teaching English Vocabulary Mastery before Being Taught by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	42
5.2	Teaching English Vocabulary Masteryafter Being Taught by Using Touch and Go Gameto the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	43
5.3	The Significant Difference of the English Vocabulary Mastery before and after being Taught by Using Touch and Go Game of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year.....	46
CHAPTER VI CONCLUSION AND SUGGESTION		
6.1	Conclusion	48
6.2	Suggestion	49
REFERENCES		50
APPENDICES		52
DOCUMENTATION		96
CURRICULUM VITAE		97

LIST OF TABLE

Table	Page
3.1 The Population of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	20
3.2 Criteria of Reliability Test.....	23
3.3 Criteria of Measuring the Test Score.....	27
4.1 The Score of Teaching English Vocabulary Mastery before Being Taught by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	32
4.2 Frequency Distribution of the Score of Vocabulary Mastery to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year before being Taught by Using Touch and Go Game	32
4.3 Percentage of the score's frequency	33
4.4 The Score of Vocabulary Mastery of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year after being Taught by using Touch and Go Game ...	34
4.5 Frequency Distribution of the Score of Vocabulary Mastery to the fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year after being Tught by using Touch and Go Game	35
4.6 Percentage of the score's frequency	35
4.7 The Summary of T-Test Result of the Vocabulary Mastery of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year before and after being Taught by using Touch and Go Game.....	41

LIST OF FIGURE

4.1	The Bar Chart of Vocabulary Mastery of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year before being taught by Using Touch and Go Game.....	33
4.2	The Bar Chart of the Vocabulary mastery of the fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year after being taught by Using Touch and Go Game.....	36
4.3	The Curve of T-Test Result of the fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year	40



LIST OF APPENDICES

Appendices

1. Lesson Plan	52
2. Vocabulary Test (Pre test and Post test).....	75
3. Table of specification for the teaching English vocabulary Test items for the fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara In 2015/2016 academic year.....	80
4. The Calculation of the Reliability Try-out Test of the Fifth Grade Students Of SDN 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year Taught by Using Touch and Go Game.....	83
5. The Data Tabulation of Try-out Score the Fifth Grade Students of SDN 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year.....	85
6. Teaching English Vocabulary Score of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 before being taught by Using Touch and Go Game.....	87
7. The Calculation Mean and Standard Deviation of the Teaching English Vocabulary to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara In 2015/2016 Academic Year before being Taught by Using Touch and Go Game.....	88
8. The Table Distribution Frequency of Vocabulary Mastery of the Teaching English Vocabulary to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara In 2015/2016 Academic Year before being Taught by Using Touch and Go Game.....	89
9. Teaching English Vocabulary Score of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 after being taught by Using Touch and Go Game,.....	90
10. The Calculation Mean and Standard Deviation of the Teaching English Vocabulary to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara In 2015/2016 Academic Year after being Taught by Using Touch and Go Game.....	91
11. The Table Distribution Frequency of Vocabulary Mastery of the Teaching English Vocabulary to the Fifth Grade Students of	

MI Mathaliul Falah 01 Tulakan Donorojo Jepara In 2015/2016 Academic Year before being Taught by Using Touch and Go Game.	92
12. The Calculation to Find Out T-Obtained between Vocabulary Mastery of the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year before and after being taught by Using Touch and Go Game.....	93
13. T-table	95
14. Documentation	96
15. Curriculum Vitae.....	97

