The Effectiveness of Word-Search Puzzle Games on Vocabulary Mastery for the Students of First Grade in MTs Muhammadiyah 1

Malang

By:

Santi Dyah Anggraeni

201110100311270

ENGLISH DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY MUHAMMADIYAH OF MALANG

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This thesis is submitted to fulfill one of the requirements to achieve Sarjana Degree in English Education

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This thesis was written by Santi Dyah Anggraeni and was approved on July 30, 2015

By:

Advisor II,

Khairudin, M.Pd.

Advisor I,

Dr. Masduki, M.Pd.
This thesis was defended in front of the examiners of the Faculty of Teacher Training and Education of University of Muhammadiyah Malang and accepted as one of the requirements to achieve Sarjana Degree in English education on July 30, 2015

Approved by:
Faculty of teacher and training and Education
University of Muhammadiyah Malang

Examiners:
1. Dr. Sudiran, M.Hum.
2. Adityo, S.S., M.A.
3. Dr. Masduki, M.Pd.
4. Khairudin, M.Pd.
ORIGINALITY DECLARATION

The undersigned:

Name : Santi Dyah Anggraeni
Student ID Number : 201110100311270
Program of Study : English Department
Faculty : Faculty of Teacher Training and Education

I declare that the work presented in this thesis was carried out by myself and does not incorporate without acknowledgement any material previously submitted for a degree or diploma in any university. To the best of my knowledge this thesis does not contain any material previously published or written by another person except where due reference is made in text.

Santi Dyah Anggraeni

ang, July 30, 2015
Motto and Dedication

“Maka sesungguhnya bersama kesulitan ada kemudahan dan apabila kamu sudah selesai(dr satu urusan) maka kerjakanlah dengan sungguhsungguh (urusan yang lain)” (Al-Insyirah: 6)“

"Barang siapa berjalan untuk menuntut ilmu maka Allah akan memudahkan baginya jalan ke surga” (HR. Muslim)

This thesis is dedicated to:

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The big Family of Mr. Paeran and Mrs. Umiatun

My beloved Ayah Sukiban, S.Pd. and Mrs. Tumiyah, S.Pd.

My beloved friends of English dept. 2011

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The Effectiveness of Word-Search Puzzle Games on Vocabulary Mastery for the Students of First Grade in MTs Muhammadiyah 1 Malang

Abstract

This Research was intended to know the significant different of using Word-Search Puzzle Game on vocabulary mastery of the first grade students of MTs Muhammadiyah 1 Malang. It was conducted based on the fact that the English score of the students was not satisfactory. The researcher tried to presents Word-Search Puzzle Game to teach vocabulary mastery. It was selected because it could provide fun and enjoyable learning atmosphere.

This study used a Quasi-experimental design to know wether or not the Word-Search Puzzle Game could improve the students’ vocabulary mastery. In the experimental research, the classroom was divided into experimental group and control group. The experimental group was given a treatment with Word-Search Puzzle and control group was taught by using a regular technique. The population of this research was the first grade students of MTs Muhammadiyah 1 Malang that consist of 3 classes. The researcher took 2 classes for this research which the characteristic both of class were equal. The total number of first grade was 69. 23 students were in 7A class, 23 in 7B and the other students were in 7C class. The instrument used to collect the data were pre-test and post-test.

The data of this study were analyzed using ANOVA. The result of ANOVA found that significant value was .030 was less than .05. Since significant value was less than .05, so the Null Hypothesis was rejected. It meant that teaching vocabulary by using Word-Search Puzzle Games improve the vocabulary mastery of the students first grade at MTs Muhammadiyah 1 Malang.

Key Words: Word-Search Puzzle Game, Vocabulary Mastery

The Advisor 1,

Dr. Masduki, M.Pd.

The Writer,

Santi Dyah Anggraeni
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