



Using *Make a Match* Game for Improving Students' Vocabulary at SMPN 49 Jakarta

**Belinda Novelita
1512150013**

Undergraduate Thesis

**English Education Department
Faculty of Education and Teachers Training
Universitas Kristen Indonesia
Jakarta
2019**

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SRN : 1512150013

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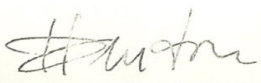
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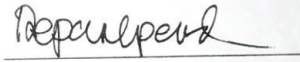
We hereby certify that:

Name: Belinda Novelita
SRN: 1512150013
Thesis title: *Using "make a match" game for improving students' vocabulary at SMPN 49 Jakarta*
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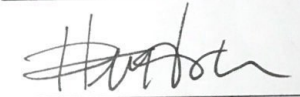
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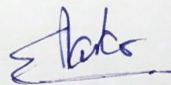
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3. Hendrikus Male, M.Hum.



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Faculty of Education and Teachers Training Dean



Dr. Sunarto, M.Hum.

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Jakarta, August 12th, 2019

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ABSTRAK

Objek utama penelitian ini adalah untuk meningkatkan kosakata siswa dengan menggunakan *make a match* game di SMPN 49 Jakarta. Penelitian ini adalah penelitian tindakan kelas dalam dua siklus. Subjek penelitian ini adalah siswa kelas 7E di SMPN 49 Jakarta. Ada 34 siswa. Instrumen yang digunakan adalah tes pre-test dan post-test, lembar observasi, catatan harian dan wawancara.

Peningkatan skor kosakata siswa kelas tujuh dapat dilihat dari hasil pre-test dan post-test. Skor rata-rata siswa pada pre-test adalah 51,70 poin dan pada siklus I, skor rata-rata siswa dari post-test I adalah 72,05 poin. Jadi peningkatan antara dua tes adalah 39%. Pada siklus II, rata-rata skor siswa adalah 80,47 poin. Hasil post-test I adalah 72,05 poin, sehingga peningkatan dari post-test I pada siklus I dan post-test II pada siklus II adalah 12%. Hasil penelitian menunjukkan bahwa siswa mencapai kriteria penguasaan minimum (80).

Data yang diperoleh dari catatan harian dan wawancara dalam siklus I dan II mengungkapkan hampir semua siswa menyukai bahasa Inggris. Siswa merasa nyaman dan menikmati belajar bahasa Inggris menggunakan permainan membuat pertandingan dan mereka berpikir bahwa permainan dapat merangsang dan membantu mereka meningkatkan kosakata bahasa Inggris mereka.

Kata kunci : kosakata, permainan, make a match

ABSTRACT

The main object of this research is to improve students' vocabulary by using *make a match* game at SMPN 49 Jakarta. This study is a classroom action research in two cycles. The subject of this research was the students of 7E class in SMPN 49 Jakarta. There were 34 students. The instruments used were tests pre-test and post-test, observation sheets, diary notes and interviews.

The improvement of the seventh graders' vocabulary scores can be seen from the result of the pre-test and post-test. The average score of the students in pre-test was 51,70 points and in cycle I, the students' average score of post-test I was 72,05 points. So the increase between the two tests was 39%. In cycle II, the average of students' scores was 80,47 points. The result of post-test I was 72,05 points, so the increase from post-test I in cycle I and post-test II in cycle II was 12%. The result shows that the students reached the minimum mastery criteria (80).

The data obtained from the diary notes and interviews in cycles I and II revealed almost all students liked English. Students felt comfortable and enjoyed the learning of English using *make a match* game and they thought that game could stimulate and helped them to increase their English vocabulary.

Keywords: vocabulary, games, make a match

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