



The Effects of Using Crossword Puzzle Game to Students'

Vocabulary Mastery at SMP N 160 Jakarta

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Undergraduate Thesis

**English Teaching Study Program
Faculty of Education and Teacher Training**

Universitas Kristen Indonesia

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**The Effects of Using Crossword Puzzle Game to Students’
Vocabulary Mastery at SMP N 160 JAKARTA**

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Undergraduate Thesis
Submitted in partial of requirement for the degree of Sarjana Pendidikan
in Pendidikan Bahasa Inggris

English Teaching Study Program
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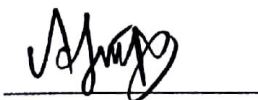
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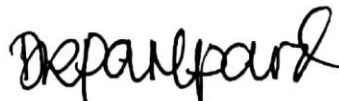
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MOTTOS

“Keep your mind on the higher, not on the things
of earth” (Colossians 3:2).”

DEDICATIONS

I dedicate this final project to:

My beloved parents:

Ludik Hutapea (Alm) and Hartaty Densiria Sinaga

My beloved sisters:

Irene Novelita and Tio Basami

My beloved friends:

Cahaya Novita Simatupang, Retta Mestika Ompusunggu and Morina Fareara

Sitanggang.

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Glory to God in the Highest, For His mercy and blessings fallen during study, She has completed this undergraduate thesis as the requirements to achieve undergraduate degree in English Teaching Study Program, Faculty of Education and Teacher Training at Universitas Kristen Indonesia.

She also thanks to those who support during the process of mentoring and conducting this study. Therefore, in this occasion, She would like to express her gratitude and appreciation the following:

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5. Her beloved friends from FKIP BS 2014, thank you for being her friend for four years. Thank you for giving her a colorful college life and for everything that you have given to make her more mature, cheerful, wiser, and stronger.

Jakarta, July, 2018

A handwritten signature in black ink, appearing to be 'Alicia Beatrik', written in a cursive style.

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Efek Penggunaan Permainan Teka-teki Silang pada Penguasaan Kosakata Murid-Murid di SMP N 160 Jakarta

(2018)

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui apakah teka-teki silang memiliki pengaruh yang signifikan terhadap penggunaan penguasaan kosakata siswa di SMP N 160 Jakarta. Penelitian ini merupakan teknik eksperimen dengan menggunakan desain kelompok kontrol (*pre-test* dan *post-test*). Sampel dari penelitian ini adalah kelas VII-E dan VII-F pada tahun akademik 2017/2018. Populasi dari penelitian adalah siswa kelas VII SMP N 160 Jakarta. Kelas eksperimen memakai teknik teka-teki silang sedangkan kelas kontrol menggunakan cara pengajaran dari guru. Kelas eksperimen akan diajarkan kosakata Bahasa Inggris menggunakan permainan Teka-teki Silang untuk melihat efek dari teknik tersebut. Untuk mendapatkan data, *pre-test* dan *post-test* digunakan sebagai instrumen. Data yang diperoleh dianalisis dengan menggunakan statistik deskriptif dan teknik analisis statistik parametrik melalui program SPSS versi 21.00. Hasil uji normalitas menggunakan Shapiro -Wilk menunjukkan data terdistribusi normal. Hasil penelitian menunjukkan bahwa ada pengaruh yang signifikan menggunakan permainan teka-teki silang terhadap penguasaan kosakata siswa. Berdasarkan hasil hipotesis, menunjukkan bahwa tes tersebut valid. Nilai (ρ) atau nilai probabilitas = 0,000 kurang dari sig. tingkat α (0,05). Hal ini menunjukkan bahwa teknik teka-teki silang memiliki pengaruh yang signifikan terhadap penguasaan kosakata kelas tujuh di SMP N 160 Jakarta. Berdasarkan hasil ini, disarankan agar guru menggunakan teka-teki silang karena permainan ini sangat membantu bagi siswa dalam meningkatkan penguasaan kosakata siswa.

Kata kunci: *penelitian eksperimental, permainan teka-teki silang, dan penguasaan kosakata*

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ABSTRACT

This study aimed to determine whether Crossword Puzzle had a significant effect on the students' vocabulary mastery at SMP N 160 Jakarta. This study was an experimental research using pre-test and post-test control group design. The samples of this study was class VII-E and VII-F in the academic year 2017/2018. The population of the study was seventh graders of SMP N 160 Jakarta. The experimental class was treated using the Crossword Puzzle technique; while the control was treated using conventional teaching method. The experimental class was taught English vocabulary using the crossword puzzle game to see the effect of the technique. To obtain data, pre-test and post-test were used as instruments. The data obtained were analysed by using descriptive statistics and parametric statistical analysis technique through SPSS program version 21.00. The normality test result using Shapiro -Wilk showed normal distributed data. The result of this research showed that there was a significant effect of using Crossword Puzzle game toward the students' vocabulary mastery. It was proved by result of the hypothesis test which showed that the value (ρ) or probability value = 0.000 less than sig. level of α (0.05). This indicates that the crossword puzzle game had a significant effect on the vocabulary mastery of the seventh grades in SMP N 160 Jakarta. Based on this result, it is recommended that teachers use crossword puzzle in English classes because this game is very helpful for students in improving their vocabulary mastery.

Keywords: *experimental research, crossword puzzle game, and vocabulary mastery*

TABLE OF CONTENTS

ADVISOR’S APPROVAL	i
INTELLECTUAL PROPERTY STATEMENT	ii
COPY TRANSFER AGREEMENT	iii
APPROVAL	iv
MOTTOS	v
DEDICATION	vi
ACKNOWLEDGEMENT	vii
ABSTRAK	ix
ABSTRACT	x
TABLE OF CONTENTS.....	xi
LIST OF TABLES	xiv
LIST OF APPENDICES	xv
CHAPTER I INTRODUCTION	
A. The background of the Research	1
B. The problem question of the Research	5
C. The objective of the Research	5
D. The significances of the Research	5
E. The scopes of the Research	6
CHAPTER II LITERATURE REVIEW, CONCEPTUAL FRAMEWORK, AND HYPOTHESIS	
A. Literature Review	7
1. Vocabulary.....	7
a. Types of Vocabulary	8
b. The Goals of Vocabulary Learning	9
c. Techniques in Teaching Vocabulary	10
2. Games.....	11

3. Crossword Puzzle.....	12
a. Types of Crossword Puzzle.....	13
b. The Benefits of Teaching Vocabulary Through Crossword Puzzle	14
c. Strengths and Weakness of Crossword Puzzle in Teaching Vocabulary	15
B. Conceptual Framework	15
C. Hypothesis	16

CHAPTER III RESEARCH METHODOLOGY

A. The Method of the Research.....	17
B. Place and Time	18
C. Population and Sample.....	19
D. Data Collection Instrument and Technique.....	19
E. Validity and Reliability	20
F. Data Analysis Technique.....	21
G. Hypothesis Testing	21
H. Research Procedure	22

CHAPTER IV FINDINGS AND DISCUSSION

A. The Description of Data Analysis	23
B. Result of Data Analysis.....	24
1. Data Analysis of Pre-Test in Control and Experimental Class.....	24
2. Data Analysis of Post-Test in Control and Experimental Class	26
3. The Mean Comparison of the Pre-test and the Post-test in Control and Experimental Class.	28

4. Normality Test Result in Control and Experimental Class.....	29
5. Homogeneity Test Result in Control and Experimental Class.....	30
C. The Result of Hypothesis Testing	31
D. Discussions.....	32
CHAPTER V CONCLUSION AND SUGGESTIONS	
A. Conclusion	37
B. Suggestions	37
REFERENCES	39
APPENDICES	41

LIST OF TABLES

Table 3.1 Research Design.....	18
Table 3.2 Vocabulary Scoring Criteria	20
Table 4.1 Pre-test's Descriptive Analysis Result in Control Class.....	24
Table 4.2 Pre-test's Score Result in Control Class	24
Table 4.3 Pre-test's Descriptive Analysis Result in Experimental Class	25
Table 4.4 Pre-test's Score Result in Experimental Class.....	25
Table 4.5 Post-test's Descriptive Analysis Result in Control Class	26
Table 4.6 Post-test's Score Result in Control Class.....	26
Table 4.7 Post-test's Descriptive Analysis Result in Experimental Class	27
Table 4.8 Post-test's Score Result in Experimental Class	27
Table 4.9 Mean Comparison in Control Class	28
Table 4.10 Mean Comparison in Experimental Class.....	28
Table 4.11 Normality Test Result in Control Class	29
Table 4.12 Normality Test Result in Experimental Class.....	29
Table 4.13 Homogeneity Test Result in Control and Experimental Class	31
Table 4.14 Hypothesis Testing' Result	32

LIST OF APPENDICES

Appendix 1: Lesson Plan	42
Appendix II: Example of students' vocabulary Experimental group....	112
Appendix III: Example of students' vocabulary Control group.....	147
Appendix IV: Students' Tests Scores in Pre-Test And Post-test of Experimental group	203
Appendix V: Students' Tests Scores in Pre-Test And Post-test of Control group.....	204
Appendix IV: Vocabulary Scoring Criteria	205
Appendix V: Validity Test and Reliability Test Result of Pre-test and Post-test.....	206
Appendix VI: Normality Test and Homogeneity Test Result of Post-test	214
Appendix VII: Hypothesis Test Result	215
Appendix VIII: Surat Izin Penelitian	216
Appendix IX: Surat Pernyataan Pelaksanaan Penelitian.....	217
Appendix X: Documentation	218