

**ANAGRAM GAMES ON TEACHING VOCABULARY
IN SMAN 15 SURABAYA**

UNDERGRADUATE THESIS



Shevira Natasia
Reg. No. 165300067

UNIVERSITAS OF PGRI ADI BUANA SURABAYA
FACULTY OF TEACHER TRAINING AND EDUCATION
ENGLISH LANGUAGE EDUCATION DEPARTMENT

2020

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UNDERGRADUATE THESIS

**Submitted in partial fulfillment of the requirements for
Completing the Bachelor Degree in the Department of English
Education**

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ENGLISH LANGUAGE EDUCATION DEPARTMENT
2020**

CERTIFICATION

Thesis by : Shevira Natasia
Reg. No. 165300067

Title : Anagram Games on Teaching Vocabulary
in SMAN 15 Surabaya

Has been approved by the advisor for further examination.

Surabaya, 13 January 2019

Acknowledged by : Advisor,
Head of English Education
Department



Dr. Dra Siyaswati, M.Pd.
NIP/NPP: 0703509/DY



Dr. Endang Rahayu Mastuti, M.Pd.
NIDN. 0715016301



FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
UNIVERSITAS PGRI ADI BUANA SURABAYA

Kampus I : Jl. NgagelDadi III-B/37 Telp. (031)5053127, 5041097 Fax. (031)5662804 Surabaya 60234
Kampus II: Jl. DukuhMenanggal XII Telp. (031)8281181, 8281182, 8281183 Surabaya 60234.
<http://kip.unipasby.ac.id/>

APPROVAL SHEET

This is to certify that the undergraduate thesis entitled “Anagram Games on Teaching Vocabulary in SMAN 15 Surabaya” by Shevira Natasia (Reg. No. 165300067) has been approved by the Board Examiners on 13th January 2020.

The Board of Examiners:

1. Chairperson : _____
Dr. Suhari, S.H., M.Si.

2. Secretary : _____
Dr. EndangMastuti Rahayu, M.Pd.

3. Member : _____
Dra. Wahyu Bandjarjani, M.Pd.

4. Member : _____
Dr. Endang Mastuti Rahayu, M.Pd.

STATEMENT OF ORIGINALITY

This is to certify that I, the undersigned below :

Name : Shevira Natasia
Student Registration Number : 165300067
Department : English Education Department
Faculty : Teacher Training and Education.

Justify that this Undergraduate Thesis is my original work. I do not plagiarize other people's works, except the legal quotations. If it can be proved someday that this thesis is a plagiarism, I am to bear the consequences of my deed.

Surabaya, 13 January 2020

The researcher,



Shevira Natasia

ABSTRACT

Natasia, Shevira. 2020. *Anagram Games on Teaching Vocabulary in SMAN 15 Surabaya*. Undergraduate Thesis. English Education Department. Faculty of Teacher Training and Education. University of PGRI Adi Buana Surabaya. Advisor: Dr. Endang Mastuti Rahayu, M.Pd.

Keywords : *Anagram Games, Teaching Vocabulary*

The aim of this research was to describe the teacher applied anagram games on teaching vocabulary. vocabulary was one of the most important elements in a language but many students was little bit interested in vocabulary because the technique used might not be suitable and the teaching method was remains unchanged. In learning process on teaching vocabulary using anagram games in the class becomes more fun and learning activities become more active.

The researcher used descriptive qualitative. The data on this study was in the class during learning process activities and the source data was the students of X MIPA 3 and the teacher at SMAN 15 Surabaya. The researcher collected the data from questionnaire, Interview, and participant observation. The researcher also used triangulation in data validity.

The researcher explains the research data that has been done to get a clearly data about the result of research and discussion that was needed about anagram games on teaching vocabulary. From the questionnaire was known that of from 100%, 50% represented answer very agree if anagram games used in teaching vocabulary, 42% represented answer agree if anagram games applied on teaching vocabulary and 8% represented answer disagre if anagram games can help students on their vocabulary. So, the conclusion of this research was that using anagram games on teaching vocabulary to tenth grade in SMAN 15 Surabaya was enjoy, fun and interesting. It also could help study vocabulary easily.

ABSTAK

Natasia, Shevira. 2020. Permainan anagram pada pembelajaran kosa kata di SMAN 15 Surabaya. Skripsi. Departemen Pendidikan Bahasa Inggris. Fakultas Keguruan dan Ilmu Pendidikan. Universitas PGRI Adi Buana Surabaya. Dosen Pembimbing: Dr.Endang Mastuti Rahayu, M.Pd.

Kata Kunci : Permainan anagram, Pengajaran kosakata

Tujuan dari penelitian ini adalah untuk mendiskripsikan guru dalam menerapkan permainan anagram pada pengajaran kosakata. Kosakata adalah salah satu unsur terpenting dalam suatu bahasa tetapi banyak siswa yang sedikit tertatik pada kosakata karena teknik yang digunakan mungkin tidak cocok dan metode pengajarannya tetap tidak berubah. Dalam proses belajar mengajar kosakata menggunakan permainan anagram di kelas menjadi lebih menyenangkan dan kegiatan belajar menjadi lebih aktif.

Peneliti menggunakan deskriptif kualitatif. Data pada penelitian ini ada di kelas selama kegiatan proses pembelajaran dan sumber data adalah siswa kelas X MIPA 3 dan guru di SMAN 15 Surabaya. Peneliti mengumpulkan data dari angket, wawancara, dan pengamatan yang dilakukan oleh salah satu rekan. Peneliti juga menggunakan triangulasi dalam keabsahan data.

Peneliti mejelaskan bahwa data penelitian telah dilakukan untuk mendapatkan data yang jelas tentang hasil penelitian dan diskusi yang diperlukan pada permainan anagram dalam pengajaran kosakata. Dari angket diketahui bahwa dari 100%, 50% mewakili jawaban sangat setuju jika permainan anagram digunakan dalam pengajaran kosakata. 42% mewakili jawaban setuju jika permainan anagram diterapkan pada pengajaran kosakata dan 8% mewakili jawaban tidak setuju jika permainan dapat membantu siswa pada kosakata mereka. Jadi, kesimpulan dari penelitian ini adalah bahwa menggunakan permainan anagram pada pengajaran kosakata di kelas 10 di SMAN 15 Surabaya dapat dinikmati, menyenangkan dan menarik. Ini juga dapat membantu belajar kosa kata dengan lebih mudah.

DEDICATION

This thesis is dedicated for my beloved parents, everyone who had guided me all the time. Thank you for your support, and always there for me when I need help and motivation. Thank you so much.

MOTTO

“Be thankful for everything you have, because other people don’t necessarily have it”

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3. Dr. Dra Siyaswati, M.Pd. as the Head of English Education Department Faculty of Teacher Training and Education University of PGRI Adi Buana Surabaya.
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Surabaya, 2020
The researcher

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