

**THE USE OF FLY SWATTER GAME IN TEACHING
VOCABULARY AND ITS EFFECT ON VOCABULARY
ACHIEVEMENT OF 7TH GRADE STUDENTS OF
SMPN 1 WONOAYU**

UNDERGRADUATE THESIS



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FACULTY OF TEACHER TRAINING AND EDUCATION
ENGLISH LANGUAGE EDUCATION DEPARTMENT
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UNDERGRADUATE THESIS

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

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2019**

CERTIFICATION

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Title : The Use of Fly Swatter Game in Teaching
Vocabulary and Its Effect on Vocabulary
Achievement of 7th Grade Students of SMPN
1 Wonoayu

has been approved by the advisor for further examination.

Surabaya, 18 January 2019

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APPROVAL SHEET

This is to certify that the undergraduate thesis entitled "The Use of Fly Swatter Game in Teaching Vocabulary and Its Effect on Vocabulary Achievement of 7th Grade Students of SMPN 1 Wonoayu" by Umi Niswatin Royyani (Reg.No.155300130) has been approved by the Board of Examiners on January 2019.


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STATEMENT OF ORIGINALITY

This is to certify that I, the undersigned below:

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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 is a plagiarism, I am to bear the consequences of my deed.

Surabaya, 18th January 2019
The researcher,



Umi Niswatin Royyani

ABSTRACT

Royyani, Umi Niswatin. 2019. *The Use of Fly Swatter Game in Teaching Vocabulary and Its Effect on Vocabulary Achievement of 7th Grade Students of SMPN 1 Wonoayu*. Undergraduate Thesis, English Language Education Department, Faculty of Teacher Training and Education, University of PGRI Adi Buana Surabaya. Advisor: Dra. Wahyu Bandjarjani, M. Pd.

Keywords: *fly swatter game, students' vocabulary achievement*

This research was conducted to determine the effect of teaching vocabulary using Fly Swatter game on students' vocabulary achievement. In this study, it was found that there were many SMPN 1 Wonoayu students' who had difficulty when they spoke in English. They also often find it difficult to work on the questions because of the limited vocabulary they know. Therefore, Fly Swatter game is used in the process of teaching vocabulary.

This research is quantitative research. In data collection, True Experimental Design is used, namely Pre-test Post-test Control Group Design. Sampling was done through Cluster Random Sampling, and 2 classes were randomly selected from 10 classes in class 7, namely class VII-I as the experimental class and class VII-H as the control class. The total number of students sampled was 64 students. Data was obtained through pre-test and post-test vocabulary using objective and subjective tests. Data analysis was performed using a formula t-test.

Based on data analysis, the result of t-count is 2.25 with $df = 62$. The t-table value on the standard effect of 5% or 0.05 is 1.99897. These results indicate that t-count is higher than t-table, which is $2.25 > 1.99897$. That means that, H_0 (Zero Hypothesis) is rejected and H_a (Alternative Hypothesis) is accepted or there is a significant effect of using Fly Swatter game on students' vocabulary achievement. Fly Swatter game makes students active and enthusiastic in learning vocabulary. In addition, they can also learn new vocabulary easily through the game.

ABSTRAK

Royyani, U. N. 2019. *The Use of Fly Swatter Game in Teaching Vocabulary and Its Effect on Students' Vocabulary Achievement of 7th Grade of SMPN 1 Wonoayu*. Program Studi Pendidikan Bahasa Inggris. Fakultas Keguruan dan Ilmu Pendidikan. Universitas PGRI Adi Buana Surabaya. Pembimbing: Dra. Wahyu Bandjarjani, M. Pd.

Kata kunci: *fly swatter game, students' vocabulary achievement*

Penelitian ini dilakukan untuk mengetahui pengaruh pengajaran kosakata menggunakan permainan *Fly Swatter* pada pencapaian kosakata siswa. Dalam penelitian ini, ditemukan banyaknya siswa SMPN 1 Wonoayu yang mendapatkan kesulitan ketika mereka berbicara menggunakan bahasa Inggris. Mereka juga sering merasa kesulitan dalam mengerjakan soal-soal karena keterbatasan kosakata yang mereka ketahui. Oleh sebab itu, digunakanlah permainan *Fly Swatter* dalam proses pengajaran kosakata.

Penelitian ini merupakan penelitian kuantitatif. Dalam pengambilan data, digunakan *True Experimental Design*, yakni *Pre-test Post-test Control Group Design*. Pengambilan sampel, dilakukan melalui *Cluster Random Sampling*, dan dipilihlah 2 kelas secara acak dari 10 kelas yang ada di kelas 7, yaitu kelas VII-I sebagai kelas eksperimen dan kelas VII-H sebagai kelas control. Jumlah total keseluruhan siswa yang menjadi sampel yaitu 64 siswa. Data diperoleh melalui *pre-test* dan *post-test* kosakata dengan menggunakan tes objektif dan subjektif. Analisis data dilakukan menggunakan formula t-test.

Berdasarkan analisis data, hasil t-hitung adalah 2,25 dengan $df = 62$. Nilai t-tabel pada standar pengaruh 5% atau 0,05 adalah 1.99897. Hasil tersebut menunjukkan bahwa t-hitung lebih besar dari t-tabel, yakni $2,25 > 1.99897$. Itu berarti bahwa, H_0 (Hipotesis Nol) ditolak dan H_a (Hipotesis Alternatif) diterima atau ada dampak yang signifikan dari penggunaan permainan *Fly Swatter* pada pencapaian kosakata siswa. Permainan *Fly Swatter* membuat siswa aktif dan antusias dalam belajar kosakata. Selain itu, mereka juga bisa mempelajari kosakata baru dengan mudah melalui permainan.

DEDICATION

This thesis is genuinely dedicated to:

1. My parents, Moh. Ali Khasan and Luluk Sulistiyowati. The reason of what am I today. Thank you for your endless care and support.
2. My sister, Rizka Dwi Istiqomah. I'm so grateful to have you.
3. All my best friends.
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MOTTO

*“Humans’ life is like water flowing,
but we can choose the water to flow profusely or slowly”
–Umi Niswatin Royyani–*

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Surabaya, 13 January 2019
The Researcher

Umi Niswatin Royyani

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