THE USE OF CROSSWORD PUZZLE GAME FOR TEACHING VOCABULARY AMONG EIGHT GRADE STUDENTS IN SMPN 4 SINTANG

THESIS

Submitted as a Partial Fulfilment of the Requirement for the Attainment of Sarjana Pendidikan degree in English Language Education Study Program



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STATEMENT OF WORKS' ORIGINALITY

Except where references is made in the text of the thesis, this thesis contains no material publisher elsewhere or extracted in whole or in part from thesis or any other degree diploma.

No other person's work has been used without due acknowledgement in the main text in the thesis.

This thesis has not been submitted for the award of any degree of diploma in any other tertiary institution.

All research procedures reported in this thesis were approved by the researcher's advisors and did not break any faculty or university research ethics.

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iv

MOTTO

Colossians 3:23

"Whatever you do, do it with all your heart, as for the Lord and not for men."

"If someone asks what love looks like, the answer is simple, look at parents who are willing to not buy anything new for themselves, just to fulfill the needs of their children, that is the most perfect love."

DEDICATION

As the final result of my efforts in compiling this thesis, I dedicate it to:

- 1. Both of my parents, my beloved brother and sister who have always encouraged me to complete this final project.
- To the entire large family of BM-KIPK STKIP Persada Khatulistiwa Sintang who have helped me a lot during the process in lectures until I can complete the final project.
- 3. To all my dear friends who have been willing to provide support both mentally and financially so that I can complete my studies and financially so that I can complete my studies.
- 4. To all lecturers of the English Education Study Program who have been willing to all lecturers of the English Education Study Program who have been willing to share their knowledge, experience, and time to improve my abilit to speak English since I entered this faculty.

ABSTRACT

Reksi. 2023. The Use of Crossword Puzzle Game in Teaching Yocabulary at Eight Grade Students of SMPN 4 Sintang. Thesis. English Education Study Program of STKIP Persada Khatulistiwa. Advisor I: Ferdinanda Itu Meo, M.Pd. Advisor II: Tuti, M.Pd.

Keywords: crossword puzzle game, teaching, vocabulary

This research aims to boost the students' vocabulary by implementing a crossword puzzle game. This research was conducted because of students' low motivation and activeness in learning English, mainly because of a lack of vocabulary. This research involved 31 students, consisting of 15 female and 16 male students, in the eighth grade of SMPN O4 Sintang. This research used classroom action research, which was carried out in two cycles and consisted of two meetings for each cycle. The data is displayed in qualitative and quantitative forms. The qualitative data was obtained from an observation checklist, field note, and interview. The qualitative data was obtained from vocabulary tests. Implementing the first cycle indicated that the research activity needed to progress better because several weaknesses were found. Some data is still required to pass the minimum requirement in the achievement indicator. A reflection was made and conducted for the second cycle on the results of the first cycle. The result in the second cycle showed that the student's participation and score could increase well. It was marked that the students' participation earned 98%, while the score produced 90 as the final result. Therefore, both scores are considered to pass the minimum score in the achievement indicator. In conclusion, implementing the crossword puzzle game enhanced the students' participation and scores in learning English.

ABSTRAK

Reksi. 2023. Penggunaan Permainan Teka-teki Silang dalam Pengajaran Kosakata pada Siswa Kelas Delapan SMPN 4 Sintang. Skripsi. Program Studi Pendidikan Bahasa Inggris STKIP Persada Khatulistiwa. Pembimbing I: Ferdinanda Itu Meo, M.Pd. Pembimbing II: Tuti, M.Pd.

Kata kunci: kosakata, permainan teka-teki silang, pengajaran

Penelitian ini bertujuan untuk meningkatkan kosakata siswa melalui penerapan permainan teka-teki silang. Penelitian ini dilakukan karena rendahnya motivasi dan keaktifan siswa dalam belajar bahasa Inggris, terutama karena kurangnya kosakata. Penelitian ini melibatkan 31 siswa yang terdiri dari 15 siswa perempuan dan 16 siswa laki-laki di kelas delapan SMPN O4 Sintang. Penelitian ini menggunakan penelitian tindakan kelas yang dilakukan dalam dua siklus dan terdiri dari dua pertemuan untuk setiap siklusnya. Data yang ditampilkan dalam bentuk kualitatif dan kuantitatif. Data kualitatif diperoleh dari daftar cek observasi, catatan lapangan, dan wawancara. Sementara itu, data kualitatif diperoleh dari tes kosakata. Pelaksanaan siklus pertama menunjukkan bahwa kegiatan penelitian tidak berjalan dengan baik karena ditemukan beberapa kelemahan. Beberapa data belum memenuhi syarat minimal dalam indikator pencapaian. Refleksi dilakukan untuk siklus kedua mengenai hasil yang diperoleh pada siklus pertama. Hasil pada siklus kedua menunjukkan bahwa partisipasi dan nilai siswa dapat meningkat dengan baik. Hal ini ditandai dengan partisipasi siswa yang mencapai 98%, sedangkan nilai yang diperoleh siswa mencapai 90 sebagai hasil akhir. Oleh karena itu, kedua nilai tersebut dianggap telah melewati nilai minimum dalam indikator pencapaian. Kesimpulannya, penerapan permainan teka-teki silang dapat meningkatkan partisipasi dan nilai siswa dalam belajar bahasa Inggris.

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Praise and gratitude to the Almighty God who has given His grace and guidance so that researcher can start and complete this thesis research entitled "The Use Of Crossword Puzzle Game In Teaching Vocabulary At Eight Grade Students Of SMPN 4 Sintang" using the Classroom Action Research (CAR) method. During the writing of this thesis, the researcher realized that she had received a lot of help, support, advice and encouragement from various parties. Without advice and counsel from various parties, this thesis would not exist. Therefore, through this writing, the researcher would like to express her gratitude to:

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- 2. The Chair of English Language Education and all of lecturers of English Language Education Study Program at STKIP Persada Khatulistiwa Sintang, who has given knowledge and motivation for researcher during the learning process. Thank you for the guidance and support from the first to the last semester. Thanks to all the support and guidance that has given so that the researcher can survive and complete this thesis. The researcher hopes that God will always bless and gives his grace to all the lecturers.
- 3. Special thanks to the researcher's beloved parents who has given her endless loves, supports, attentions, and prayers. The researcher feels so lucky to have such a great parents. Thank you for your advice and encouragement that always given to the researcher.
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Sintang, May 05th, 2023

Reksi

TABLE OF CONTENTS

| APPROVAL SHEET | ii |
|--|------|
| RATIFICATION | iii |
| STATEMENT OF WORKS' ORIGINALITY | iv |
| MOTTO | v |
| DEDICATION | vi |
| ABSTRACT | vii |
| ACKNOWLEDGEMENT | ix |
| TABLE OF CONTENTS | xi |
| LIST OF TABLES | xiii |
| LIST OF FIGURE | xiv |
| LIST OF CHARTS | XV |
| CHAPTER I INTRODUCTION | 1 |
| A.Research Background | 1 |
| B.Research Question | 4 |
| C. Research Purposes | 5 |
| D.Research Significance | 5 |
| E.Limitation of the Research | 7 |
| F. Terminology | 7 |
| CHAPTER II LITERATURE REVIEW | 9 |
| A.The definition of vocabulary | 9 |
| B.Types of vocabulary | 100 |
| Productive vocabulary | 100 |
| 2. Receptive or Recognition vocabulary | 11 |
| C.Classification of Vocabulary | 11 |
| D.Indicator of vocabulary assessment | 12 |
| E. Teaching vocabulary | |
| F. Game | 14 |
| G.Definition of the Crossword Puzzle Game | 15 |
| H Implementing Crossword Puzzle Game Technique | 17 |

| I. The Procedures Using Crossword Puzzle Game | 18 |
|---|-----|
| J. Related studies | 19 |
| CHAPTER III RESEARCH METHODOLOGY | 22 |
| A.Research Design. | 22 |
| B. Subject of the research | 244 |
| C.Data Collection Technique and Instrumentation | 244 |
| Data Collection Technique | 25 |
| 2. Instrumentation | 29 |
| D.Data Analysis | 30 |
| 1. Qualitative Data | 32 |
| 2. Quantitative Data | 33 |
| CHAPTER IV FINDING AND DISCUSSIONS | 35 |
| A.Finding | 35 |
| 1. The first cycle | 36 |
| a. Plan | 36 |
| b. Action | 36 |
| c. Observation | 39 |
| d. Reflection | 42 |
| 2. The second cycle | 43 |
| a. Plan | 43 |
| b. Action | 43 |
| c. Observation | 47 |
| d. Reflection | 52 |
| e. Discussion | 52 |
| CHAPTER V CONCLUSION AND SUGGESTION | 56 |
| A.Conclusion | 56 |
| B. Suggestion | 57 |
| REFERENCES | 58 |
| APPENDICES | 60 |

LIST OF TABLES

| Tab | ple | Page |
|-----|---|------|
| 1. | The Criteria of Vocabulary scoring categories | . 27 |
| 2. | The Classification of Students' Mean Score | . 28 |
| 3. | Criteria of success in learning process | . 34 |

LIST OF FIGURE

| Figure | | Page | |
|--------|-----------|------|--|
| | | | |
| 1. | CAR Model | 23 | |

LIST OF CHARTS

| Chart | Page |
|-----------|--------|
| Chart 4.1 | 40 |
| Chart 4.2 | 42 |
| Chart 4.3 | 48 |
| Chart 4.4 | 49 |
| Chart 4.5 | 50 |
| Chart 4.6 | 53 |
| Chart 4.7 | 54 |

REFERENCES

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