

**APPLYING ANAGRAM GAME FOR TEACHING VOCABULARY
AT EIGHTH GRADE IN SMPN 1 KAYAN HILIR**

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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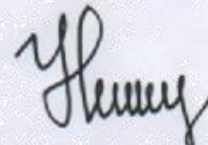
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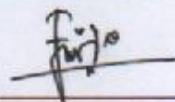

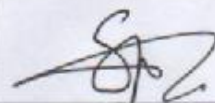
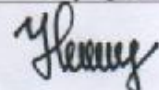
RATIFICATION

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STATEMENT OF AOUTHORSHIP

Except where references is made in the text of the thesis, this thesis contains no material published else where or exracted in whole or in part from a thesis or any other degree or 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.

Sintang, September 5th, 2022



Novita

MOTTO

Fearing the Lord is the beginning of moral knowledge. But fools despise wisdom and instruction

Proverbs 1:7

Wisdom gives a wise person more protection than ten rulers in a city

Ecclesiastes 7:19

For I know what I have planned for you, says the Lord. 'I have plans to prosper you, not to harm you. I have plans to give you a future filled with hope.

Jeremiah 28:11

Then, i discerned all that God has done: No one really comprehends what happens on earth. Despite all human efforts to discover it, no one can ever grasp it. Even if a wise person claimed that he understood, he would not really comprehend it

Ecclesiastes 8:17

DEDICATION

This thesis is dedicated to:

The first, my beloved parents, Gadang and Jamah. The second, my beloved uncle and aunt, Dorkas Jarti, ST and Seselia Tri Asnayati, S.Pd. The third, my beloved grandfather and grandmother, M.Jemu Haryanta and Laurensia Anau. The fourth, my beloved pastor, Pdt. Oktavianus, M.Th and Norlina, S.Th. The fiveth, my beloved spiritual mentor, Nimrod Toralawe, S.Kep.,Ns and Orance Yudias Elsi Pinis, S.Pd. The sixth my best friend, Agista Marshanda and Chelsea Dysta Jarti. The last, Someone special Bill Sopios, S.Pd.

ABSTRACT

Novita. 2022, *The Applying Anagram Game for Teaching Vocabulary at Eighth Grade in SMPN 1 Kayan Hilir*. Thesis, English Language Education Study Program of STKIP Persada Khatulistiwa. Advisor I: Tuti, M.Pd. Advisor II: Henry Elisa, M.Pd.

Keywords: anagram game, teaching, vocabulary

Vocabulary mastery is an important component in learning English. However, the reality on the ground showed that students' vocabulary mastery at class VIII A in SMPN 1 Kayan Hilir was still low. The aim of the research were to improve students' vocabulary mastery through Anagram game at eighth grade in SMPN 1 Kayan Hilir and to find out students' responses toward Anagram game. This research used Classroom Action Research design which consisted of two cycles which had two meetings in each cycle. The subject of the research were the students at class VIII A in SMPN 1 Kayan Hilir which consisted of 39 students. The data collection techniques that were used in the research were observation, interview and measurement. The finding showed that there was an improvement on the teaching and learning process by using Anagram game. It can be seen from the result of observation and interview in which the students were being active and enthusiastic on the learning process and they liked to learn vocabulary by using Anagram game. While, the result of test showed that the students' score in each cycle improved in which the mean score in the first cycle was 46 and the mean score in the second cycle was 73,85. It means that applying Anagram game can improve students' vocabulary mastery.

ABSTRAK

Novita. 2022, *Menerapkan Permainan Anagram untuk Mengajar Kosakata pada Kelas VIII di SMPN 1 Kayan Hilir*. Skripsi, Pendidikan Bahasa Inggris STKIP Persada Khatulistiwa. Pembimbing I: Tuti, M.Pd. Pembimbing II : Henry Elisa, M.Pd

Kata kunci: permainan anagram, pengajaran, kosakata

Penguasaan kosakata merupakan komponen penting dalam belajar Bahasa Inggris. Namun, kenyataan di lapangan menunjukkan bahwa siswa kelas VIII A SMPN 1 Kayan Hilir kurang menguasai kosakata. Tujuan penelitian ini adalah untuk meningkatkan penguasaan kosakata siswa melalui permainan Anagram pada kelas VIII di SMPN 1 Kayan Hilir dan untuk mengetahui tanggapan siswa terhadap permainan Anagram. Penelitian ini menggunakan metode Penelitian Tindakan Kelas yang mana terdiri dari 2 siklus yang memiliki 2 pertemuan pada setiap siklus. Subjek dalam penelitian ini adalah siswa kelas VIII A di SMPN 1 Kayan Hilir yang terdiri dari 39 siswa. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah observasi, wawancara dan pengukuran. Temuan pada penelitian ini menunjukkan bahwa ada peningkatan pada proses belajar mengajar menggunakan permainan Anagram. Hal tersebut dapat dilihat dari hasil observasi dan wawancara yang menunjukkan bahwa siswa menjadi aktif dan antusias pada proses pembelajaran dan mereka suka belajar kosakata menggunakan permainan Anagram. Sementara, hasil tes menunjukkan bahwa skor siswa dalam setiap siklus meningkat dengan skor rata-rata pada siklus pertama adalah 46 dan skor rata-rata pada siklus kedua adalah 73,85. Dengan demikian, dapat disimpulkan bahwa menerapkan permainan Anagram dapat meningkatkan penguasaan kosakata siswa.

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TABLE OF CONTENT

COVER	i
APPROVAL SHEET	ii
RATIFICATION.....	iii
STUDENT’S STATEMENT	iv
MOTTO AND DEDICATION.....	v
ABSTRACT	vi
ACKNOWLEDGEMENT	viii
TABLE OF CONTENT	xi
LIST OF TABLES	xiii
LIST OF FIGURE.....	xiv
LIST OF CHARTS	xv
LIST OF APPENDICES	xvi
CHAPTER I INTRODUCTION	1
A. Research Background	1
B. Research Questions	4
C. Research Purposes	4
D. Research Significance	4
E. Limitation of The Research	6
F. Terminology	6
CHAPTER II LITERATURE REVIEW	8
A. Vocabulary	8
1. Definition of Vocabulary	8
2. The Importance of Vocabulary	10
3. Kind of Vocabulary	11
4. The Aspects of Vocabulary.....	12

5. Difficulties in Learning Vocabulary	15
6. Teaching Vocabulary	17
7. Assessing Vocabulary	19
B. Anagram Game	20
1. Understanding of Anagram Game	20
2. The Procedure of applying Anagram Game	22
3. The Implementation of Anagram Game for Teaching Vocabulary	22
4. The Advantage and The Disadvantage of Anagram Game	23
C. Related Study.....	24
CHAPTER III RESEARCH METHODOLOGY	27
A. Research Design	27
B. The Subject of the Study	31
C. Data Collection Technique and Instrumentation	32
D. Data Analysis	41
CHAPTER IV FINDINGS AND DISSCUSSION.....	45
A. Finding.....	45
B. Discussion	69
CHAPTER V CONCLUSION AND SUGGESTION	74
A. Conclusion.....	74
B. Suggestion	75
REFERENCES	77
APPENDICES	79

LIST OF TABLES

Table	Page
3.1 Rating Scale of Observation.....	35
3.2 Qualification of The Observation Score in Percentage.....	36
3.3 Analytical Scoring Rubric of Vocabulary Achievement	39
3.4 Qualification of Vocabulary Achievement	40
3.5 The Criteria of Success	44

LIST OF FIGURE

Figure	Page
3.1 CAR Model by Kemmis & McTaggart.....	28

LIST OF CHARTS

Chart	Page
4.1 The number of obtained point on the observation sheet for students in the first cycle.....	52
4.2 The number of students based on attainment on the five of vocabulary aspects in the first cycle	55
4.3 The number of obtained point on the observation sheet for students in the second cycle	63
4.4 The number of students based on scoring qualification in the first cycle and in the second cycle	65
4.5 The number of students based on attainment on the five of vocabulary aspects in the second cycle.....	66
4.6 The percentage of the students observation result in the first cycle and in the second cycle	70
4.7 The mean of the students score in the first cycle and in the second cycle...	71

LIST OF APPENDICES

Appendix	Page
1. Surat Permohonan Validasi Instrumen.....	79
2. Lampiran Validasi Instrumen Penelitian.....	80
3. Surat Pernyataan Validasi Instrumen Penelitian	85
4. Surat Izin Penelitian	86
5. Syllabus	87
6. Lesson Plan	95
7. Observation Sheet	119
8. Field Note.....	137
9. Interview Result	141
10. Students Attendance List and Students Score	148
11. The Result of Students Score with Vocabulary Aspects.....	149
12. The Students Test Result.....	151
13. Documentation	163
14. Biography	165

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