THE IMPLEMENTATION OF PUZZLE GAME TO IMPROVE STUDENTS' VOCABULARY MASTERY OF SEVENTH GRADE STUDENTS IN SMPN 1 DEDAI

THESIS

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WRITTEN BY:

PUTRI SYINTA BELLA Student ID: 190307111

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2024

APPROVAL SHEET

Name

; Putri Syinta Bella

Student ID

: 190307111

Study program

: English Language Education

Title

: The Implementation of Puzzle Game to Improve

Students' Vocabulary Mastery of Seventh Grade

Students in SMPN 1 Dedai

This thesis has been approved by the advisors and has met the requirements and it is considered feasible to be submitted to the thesis examination committee.

Sintang, January 2024

Advisor I

Advisor II

<u>Ilinawati, M.Pd</u>

NIDN. 1120118301

Ferdinanda Itu Meo, M.Pd NIDN. 1131129102

Approved by: The Dean of STKIP Persada Khatulistiwa

NIDN/1102066603

ii

RATIFICATION SHEET

A thesis entitled "The Implementation of Puzzle Game to Improve Students' Vocabulary Mastery of Seventh Grade Students in SMPN 1 Dedai" arranged

by:

Name

: Putri Syinta Bella

Students ID

: 190307111

Study Program

: English Language Education

Defended before the Board of Examiners on January 20th 2024 and declared

Acceptable

Examiners:

No	Nama	Occupation	Sign
1	Tuti, M.Pd	Chairman	
2	Ilinawati, M.Pd	Secretary	Junio
3	Henry Elisa, M.Pd	Member 1	Henny
4	Ferdinanda Itu Meo, M.Pd	Member 2	Tigo -

Acknowledged by:

The Dean of STKIP Persada Khatulistiwa

Didin Syafruddin, SP.,M.Si NIDN. 1/102066603

STATEMENT OF WORKS' ORIGINALITY

Except where references is made in the text of the thesis, this thesis contains no material published elsewhere or extracted 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, January 20, 2024

Putri Syinta Bella

MOTTO

"Whoever fears Allah then He will make a way out for him, and provide him with sustenance from a way he did not expect, and whoever puts his trust in Allah then Allah is sufficient for him, Verily Allah carries out His will, He has made for every thing its rate."

(Qur'an, Surah Ath-Thalaq, 2:3)

"Whoever goes out in search of knowledge is on the path of Allah until he returns." - HR Tirmidhi

"Good knowledge is that which benefits, not just remembered." - Imam Shafi'i

"There is no success without hard work. There is no success without togetherness.

There is no ease without prayer." - Ridwan Kamil

"Without your parents' prayers, your success is nil" - PSB

DEDICATION

By mentioning the name of Allah SWT, the Most Compassionate and Merciful, all praise and gratitude to Him who has given strength, patience, and perseverance in completing this thesis. Shalawat and salam to our prophet Muhammad SAW, his family and companions.

This thesis is dedicated to:

First, I dedicate this thesis to my beloved parents, my beloved father Haidar Rahman and my beloved mother Kartini. Second, I dedicate this thesis to my beloved younger siblings, Putra Andre Stingky and Putra Andhika Crohim.

ABSTRACT

Putri Syinta Bella. 2023, *The Implementation of Puzzle Game to Improve Students' Vocabulary Mastery of Seventh Grade in SMPN 1 Dedai*. Thesis, English Language Education Study Program. STKIP Persada Khatulistiwa Sintang. Advisor I: Ilinawati, M.Pd, Advisor II: Ferdinanda Itu Meo, M.Pd.

Keywords: Implementation of Puzzle Games and Improving Vocabulary Mastery

The background of this research aims to describe the improvement of students' participation and vocabulary mastery in learning activities through the application of the Puzzle Game technique. This research was conducted because students have low motivation in learning. In addition, they have difficulty in mastering and memorizing vocabulary so that the vocabulary they have is very minimal. This research used Classroom Action Research (CAR), the data from this research was analyzed by qualitative and quantitative methods. In this research, researcher used observation, test, interview and documentation techniques to collect data. The data collection tools used were observation sheets, test sheets, interview guidelines and field notes. The results showed that there was an increase in students' vocabulary mastery and students' participation in learning activities. In cycle I, the average score of students' vocabulary mastery was 68.75 and in cycle II it was 87.5. Students' participation in learning activities also increased, in cycle I it was 60.29% and in cycle II it was 88.63%. It can be concluded that the Puzzle Game technique can improve students' vocabulary mastery and students' participation in learning activities, especially for students in grade VII of SMPN 1 Dedai. In conclusion, the application of Puzzle Game media can increase students' participation and scores in English learning.

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Finally, the researcher would like to thank all those who participated in the successful realization of this thesis. This thesis far from perfect, but it is expected to be useful not only to researcher but also to readers. To this end, constructive and thoughtful suggestions and criticism are welcome.

Sintang, January 20, 2024

Putri Syinta Bella

TABLE OF CONTENT

TITLE/COVER	
APPROVAL SHEET	ii
RAFICATION	iii
STATEMENT OF WORKS' ORIGINALITY	iv
MOTTO	v
DEDICATION	vi
ABSTRACT	vii
ACKNOWLEDGEMENT	viii
TABLE OF CONTENT	X
LIST OF TABLES	xiii
LIST OF PICTURES	xiv
LIST OF CHART	XV
LIST OF APPENDICES	xvi
CHAPTER I INTRODUCTION	1
A. Research Background	1
B. Research Question	7
C. Research Purposes	8
D. Research Significance	8

	E.	Limitation of the Research	9
	F.	Terminology	10
Cl	HAF	PTER II LITERATURE REVIEW	11
	A.	Vocabulary Understanding	11
		1. The Definition of Vocabulary	14
		2. The Importance of Vocabulary	18
		3. Aspect of Vocabulary	20
		4. Type of Vocabulary	22
	В.	Level of Vocabulary	24
	C.	Vocabulary Mastery	25
	D.	The Definition of Puzzle Game	27
	E.	The Implementation of Puzzle Game	29
	F.	Related Studies	32
Cl	HAF	PTER III RESEARCH METHODOLOGY	36
	A.	Research Design	36
	В.	The Objective of CAR	39
	C.	The Subject of the Research	45
	D.	Data Collection Technique and Instrumentation	45
		Data Collection Technique	45
		2. Instrumentation	49
	E.	Data Analysis	55
		a Qualitative Data	56

	b. Quantitative Data	57
CHAI	PTER IV FINDING AND DISCUSSION	59
A.	Research Finding	59
	1. Cycle one	59
	2. Cycle two	73
B.	Discussion	86
CHAI	PTER V CONCLUSION AND SUGGESTION	91
1.	Conclusion	91
2.	Suggestion	93
REFE	CRENCES	94
APPE	NDICES	98
RIOG	RAPHV	155

LIST OF TABLES

Table		page
1.	Scoring rubrics and assessment indicator	53
1.	Level of Student's Vocabulary Mastery	54
2.	Criteria of success in learning process	55
3.	Level of students' vocabulary mastery in cycle one	73
4.	Level of students' vocabulary mastery in cycle two	90

LIST OF PICTURES

Figure		page
1.	CAR model based on Kurt Lewin	42

LIST OF CHART

Chart p	age
1. Students' vocabulary mastery in the quantity aspect	66
2. Students' vocabulary mastery in the meaning aspect	68
3. Students' vocabulary mastery in the spelling aspect	69
4. Students' vocabulary mastery in the pronunciation aspect	70
5. Data of students' vocabulary mastery in four aspects	71
6. Students' vocabulary mastery in the quantity aspect	80
7. Students' vocabulary mastery in the meaning aspect	81
8. Students' vocabulary mastery in the spelling aspect	82
9. Students' vocabulary mastery in the pronunciation aspect	83
10. Summary of students' vocabulary mastery in the aspect of quantity through	•
11. Summary of students' vocabulary mastery in the aspect of meaning thr cycle	_
12. Summary of students' vocabulary mastery in the aspect of spelling through cycle	•
13. Summary of students' vocabulary mastery in the aspect of pronunciation through cycle	on 88
14. Summary of students' vocabulary mastery in four aspects throug	_

APPENDICES

Appendix	page
1. Appendix 1 Silabus Kelas 7	98
2. Appendix 2 Lesson Plan	110
3. Appendix 3 Lesson Plan	118
4. Appendix 4 Surat Keputusan Dosen Penguji Proposal TA	125
5. Appendix 5 Undangan Seminar Proposal Skripsi	126
6. Appendix 6 Fomulir Berita Acara Ujian Seminar Proposal TA	127
7. Appendix 7 Surat Permohonan Validasi Instrument Penelitian	128
8. Appendix 8 Surat Pernyataan Validasi Instrument Penelitian	129
9. Appendix 9 Hasil Validasi Instrument Penelitian TA	130
10. Appendix 10 Observation Sheet	131
11. Appendix 11 Observation Sheet	133
12. Appendix 12 Field Note	135
13. Appendix 13 Field Note	136
14. Appendix 14 Interview Guidline	137
15. Appendix 15 Interview Guidline	138
16. Appendix 16 Interview Guidline	139
17. Appendix 17 Interview Guidline	140
18. Appendix 18 Interview Guidline	141
19. Appendix 19 Interview Guidline	142
20. Appendix 20 Interview Guidline	143
21. Appendix 21 Interview Guidline	144
22. Appendix 22 Test Sheet	145

23. Appendix 23 Test Sheet	146
24. Appendix 24 Izin Penelitian	150
25. Appendix 25 Surat Keterangan	151
26. Appendix 26 Documentation	152

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