IMPROVING STUDENTS’ VOCABULARY MASTERY THROUGH WORD WALL GAME
(A Classroom Action Research at the VII D Grade of SMP Negeri 3 Purwonegoro-Banjarnegara in Academic Year 2012/2013)

A THESIS

Submitted to the English Department as a Partial Fulfillment of the Requirements for S. Pd Degree

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(A Classroom Action Research at the VII D Grade Students of SMP N 3 Purwonegoro-Banjarnegara in Academic Year 2012/2013)

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(A Classroom Action Research at the VII D Grade Students of SMP N 3 Purwonegoro-Banjarnegara in Academic Year 2012/2013)

Menyatakan dengan sesungguhnya bahwa skripsi ini adalah hasil karya tulis saya sendiri dan bukan dibuatkan orang lain atau jiplakan atau modifikasi karya orang lain.

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From the deepest and purest of my heart, I would like to present this little creation to:

My god who has given me all of things for my life, and I am nothing without his blessing, and his prophets who always become a guide to my life

My beloved mother and father because of your struggle, love, prayer, so I could finish my study, I really love you

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Purwokerto,

Writer
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ABSTRACT

IMPROVING STUDENTS’ VOCABULARY MASTERY THROUGH WORD WALL GAME

(A Classroom Action Research at the VII D Grade Students of SMP N 3 Purwonegoro – Banjarnegara in Academic Year 2012 / 2013)

By
SUMIATI
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The aim of this research was to find out whether Word Wall Game can improve students’ vocabulary mastery to the VII D grade students of SMP N 3 Purwonegoro in the academic year 2012/2013.

The method used a Classroom Action Research (CAR) which was designed by Kemmis and McTaggart design. This action research was conducted in two cycles with two actions in each cycle. It started from making planning, acting; observing and reflecting. There were two kinds of data that were collected. There were qualitative and quantitative. The qualitative data were taken from observation, questionnaire, interview and documentation. The quantitative data were taken from test (pre-test and post-test).

Based on the data analysis, it can be concluded that Word Wall Game could improve students’ vocabulary mastery. It was proved by the result of students’ vocabulary mastery improvement at the end of Cycle 2, and the improvement of students’ vocabulary mastery of test was 95% (19students), in which their score reached the passing grade score of English lesson at SMP N 3 Purwonegoro in academic year 2012/2013 which was 75. There was an improvement of students’ vocabulary mastery of post-test at the end of Cycle 1 and Cycle 2. In Cycle 1, the mean result of students’ vocabulary mastery was 73.2% and in Cycle 2 was 88.35%. Thus, the improvement of students’ observation reached 35%, which meant that the students’ activeness improved after the implementation of Word Wall Game.

Furthermore, most of students gave their positive responses about the implementation of Word Wall Game. It was supported by 93.3% students who gave positive responses in the questionnaire, which meant that the students felt happy having learning vocabulary using Word Wall Game. Moreover, the interview results also supported the students’ pleasure about their English class especially in learning vocabulary.