AN EFFORT TO IMPROVE STUDENTS’ VOCABULARY COMPETENCE THROUGH CONSTRUCTING WORDS GAME
(A Classroom Action Research at the Seven Grade of SMP N 2 Karanganyar
Academic Year 2011/2012)

A Thesis
Submitted to the English Department as a Partial Fulfillment of the
Requirement for S.Pd Degree

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2012
DEDICATION

This thesis is dedicated to:

- My beloved Mom and Dad who always pray for me. Thank you very much for the goodness and love.
- My beloved husband and child (Iwan Budiyono and Bella). Thank for your love and support.
- My beloved brother (Indra Galih Wahyudi and Adi Candra Wibowo). Thank for your attention.
- All of the lecturers in Muhammadiyah University of Purwokerto.
- My best friends (Aan, Ayu, Rohmah, Wiwit). Thank you so much. By knowing you my life become more colorful.
- My friends in Class C of English Department of Muhammadiyah University of Purwokerto. Thanks for togetherness. It is nice to know you.
- My friends in BIRU Boarding House. Thanks for being my friends.
- All of my friends in Muhammadiyah University of Purwokerto who can not be mentioned one by one. Thanks for your help and goodness. I love you all so much.
MOTTO

“There is nothing impossible”

“Now is the best time to be highly productive by setting and achieving goals”

“If you can turn problems into opportunities, you can be highly successful in life”

(By Martin Wijokongko)
ACKNOLEDGEMENT

Praise is to Allah SWT, the most graceful and merciful, the giver of divine direction and guidance, who gives inspiration and guidance, so that the writer could accomplish the thesis as a partial fulfillment of the requirements of S. Pd degree:
The writer is greatly grateful to:
1. Drs. Joko Purwanto, M.Si, the Dean of Teaching Training and Education Faculty for giving permission to do the research.
2. Endang Kusrini S.Pd, M. Hum, the Head of English Department who gave the opportunity, agreement, guidance to carry out this thesis.
3. Dra. Hj. Titi Wahyukti, M. Pd and Saefürrohman, M.Pd as my supervisors who have guided the writer to make correction of the thesis manuscript.
4. All of the lecturers of English Department of Teacher Training and Education Faculty who have given support, suggestion and help.
5. Siti Mahmudah, S.Pd, the Headmaster of SMP N 2 Karanganyar, who has given permission to the writer to conduct the Classroom Action Research.
6. Indra Galih Wahyudi, S.Pd, the collaborative teacher who has helped the writer in collecting the data in this thesis.
7. The writer’s parents who have supported and given their love and some facilities to do this thesis.
8. The students of VIIF Grade of SMP N 2 Karanganyar who helped the writer in collecting the data.

Finally, the writer thanks for all people who have given support and suggestion in completing this thesis.
The writer hopes that this work can give valuable contributions to all readers particularly those who are interested in teaching and learning English.

Purwokerto, Juni 2012

The writer
ABSTRACT

AN EFFORT TO IMPROVE STUDENTS’ VOCABULARY COMPETENCE THROUGH CONSTRUCTING WORDS GAME

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The Classroom Action Research aimed to improve students’ vocabulary competence through constructing words game. The research was conducted at SMP N 2 Karanganyar with 35 students of class VII F as the subject of research. It was done for two months (April 2012 - Mei 2012).

The writer used Classroom Action Research (CAR) as the method of the research. To do this research, the writer worked collaboratively with the English teacher. The CAR was done based on the Kemmis and Mc. Taggart’s design. The writer took two cycles with two actions in each cycle.

The data were collected through observation, vocabulary test (pre-test and post-test), questionnaire, and interview. The writer employed qualitative and quantitative as technique for analyzing data. The qualitative data were analyzed based on the observation result of students’ activities in the class, while the quantitative data were analyzed by using written test (pre test and post test).

The data analysis showed that the technique of Constructing Word Game could improve the students’ vocabulary competence. The mean of students’ vocabulary competence was as follows; pre test showed 41.71%, cycle one showed 68.00%, and cycle two showed 81.24%. Therefore, the improvement of mean from pre test until cycle two was 13.24%. It was also supported by the observation and questionnaire result. The data of observation showed that the average of the students’ improvement in vocabulary activities in cycle one at 63.01% and the cycle two at 94.75%. Then the improvement from cycle one to cycle two was 31.74%. In conclusion, the research had been called success, because there was an improvement in students’ vocabulary activities from the observation result and the students’ vocabulary competence from vocabulary test (from pre-test to post-test). In addition, there were many students who gave positive responses related to the implementation of this technique.
# TABLE OF CONTENTS

## CHAPTER I (INTRODUCTION) ................................................................. 1

A. Background of the Study ................................................................. 1
B. Reasons for Choosing the Topic ....................................................... 2
C. Problem of the Research ................................................................. 2
D. Aim of the Research ..................................................................... 3
E. Clarification of the Terms ............................................................... 3
F. Contribution of the Study ............................................................... 5

## CHAPTER II (THEORITICAL REVIEW) .............................................. 5

A. Vocabulary .................................................................................. 5
   1. The Definition of Vocabulary ..................................................... 5
   2. The Type of Vocabulary ............................................................ 6
   3. The Vocabulary Teaching Technique ......................................... 6
   4. Learning Vocabulary ................................................................ 9
   5. Problem of Learning Vocabulary ............................................. 10
B. Constructing Word Game ............................................................. 12
   1. Definition of Constructing Words Game ...................................... 12
   2. The Advantages And Disadvantages of Constructing Words Game ..... 13
   3. Reason of Using Constructing Words Game .............................. 14
   4. The Procedure of Teaching Vocabulary Using Constructing Words Game .... 15
C. Basic Assumption ........................................................................ 16

## CHAPTER III (RESEARCH METHODOLOGY) ................................. 17

An Effort To Improve Students..., Yuni Wijiyanti, FKIP UMP 2012
A. Method of the Research ................................................................. 17
B. Place and Time of the Research .................................................. 18
C. Subject of the Research ............................................................... 18
D. Research Design ........................................................................... 19
E. Technique for Collecting Data ....................................................... 21
F. Criteria of the Action Success ....................................................... 26
G. Technique of Analyzing Data ......................................................... 26

CHAPTER IV (RESULT AND DISCUSSION) ........................................... 29
A. Result of the Research .................................................................. 29
   1. Cycle 1 ....................................................................................... 29
      a. Planning ................................................................................. 29
      b. Acting .................................................................................... 30
      c. Observing .............................................................................. 32
      d. Evaluating ............................................................................ 33
      e. Reflecting .............................................................................. 34
   2. The Report of Cycle 2 .................................................................. 35
      a. Planning ................................................................................. 35
      f. Acting .................................................................................... 36
      g. Observing .............................................................................. 38
      h. Evaluating ............................................................................ 40
      i. Reflecting .............................................................................. 40
      j. The improvement of Students' Activity from Cycle 1 to Cycle 2 . 41
B. Discussion of Data after Implementation in Action ......................... 43
a. Qualitative Data .......................................................................................... 43
b. Quantitative Data ........................................................................................ 45

CHAPTER V (CONCLUSION AND SUGGESTION) .................................. 47
A. Conclusion .................................................................................................. 47
B. Suggestion .................................................................................................. 47

REFERENCES

APPENDICES
LIST OF TABLES

Table 1 The Schedule of the Research ............................................................ 18
Table 2 Students’ Observation Sheet............................................................... 23
Table 3 Teacher’s Observation Sheet............................................................... 23
Table 4 Students’ Questionnaire ...................................................................... 24
Table 5 Observation Result of the Students’ Activities in Cycle 1 .................. 32
Table 6 The Result of Post-Test in Cycle 1 .................................................... 34
Table 7 Observation Result of the Students’ Activities in Cycle 2 .................. 38
Table 8 The Result of Post-Test in Cycle 2 .................................................... 40
Table 9 Students’ Observation Result from Cycle 1 to Cycle 2 ...................... 42
Table 10 The Summary of Evaluation of CAR Observation in Cycle 1 and 2 ... 43
LIST OF FIGURES

Figure 1  Research Design of Kemmis and Mc. Taggart ........................................... 20

Figure 2  Process of Analyzing the Qualitative Data ................................................. 27