

**The Effectiveness of *Fly Swatter Game* for Teaching English Vocabulary for
Junior High School**

**(An Experimental Study of Seventh Grade Students` of SMP N 1 Ajibarang
in Academic Year 2015/2016)**



A THESIS

**Submitted to the English Department as
A Partial of the Requirements for S.Pd. Degree**

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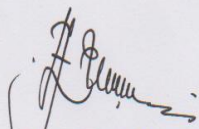
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Title : THE EFFECTIVENESS OF FLY SWATTER GAME FOR
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**THE EFFECTIVENESS OF FLY SWATTER GAME FOR TEACHING
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(An Experimental Study on Seventh Grade Students' at SMP N 1 Ajibarang
in Academic Year 2015/2016)**

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**(An Experimental Study on Seventh Grade Students' at SMP N 1 Ajibarang
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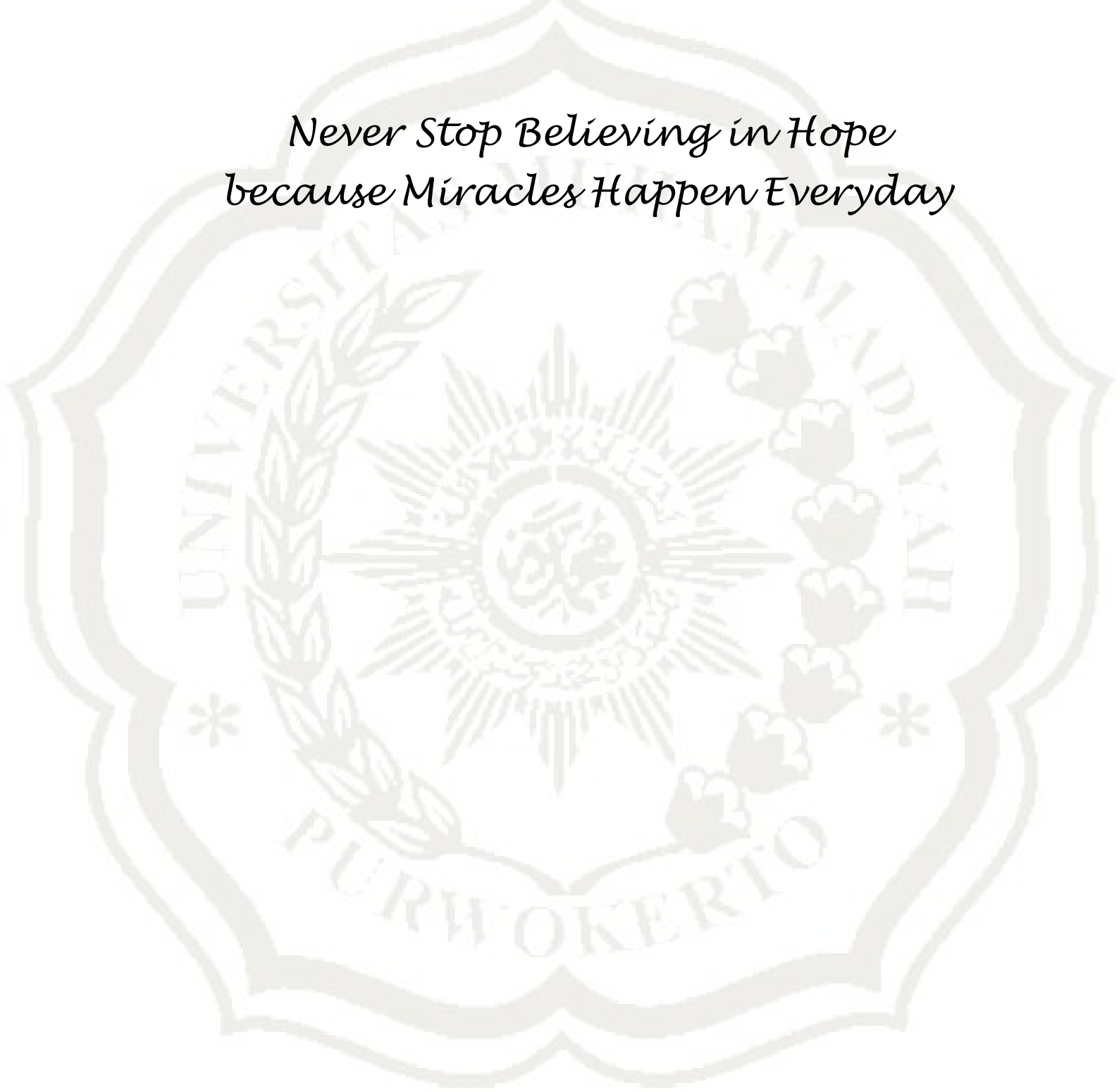
DEDICATION

This thesis is dedicated to:

1. my beloved parents, thank you for your love, your countless support, patient, and guidance for me, you are the best in my life.
2. my young brother RifkyNurFadilRamadhani, thanks for always make me happy.
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MOTTO

*Never Stop Believing in Hope
because Miracles Happen Everyday*



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The writer thinks that the thesis is far from perfection, so that, I would appreciate and welcome for constructive criticism and suggestion.

Purwokerto, 29 Juli 2016

The Writer


Ita Fitriyani

ABSTRACT

THE EFFECTIVENESS OF FLY SWATTER GAME FOR TEACHING ENGLISH VOCABULARY FOR JUNIOR HIGH SCHOOL (AN EXPERIMENTAL STUDY OF SEVENTH GRADE STUDENTS` OF SMP N 1 AJIBARANG IN ACADEMIC YEAR 2015/2016)

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The aim of this research was to find out the effectiveness of *Fly Swatter Game* for teaching english vocabulary. This study was conducted by using quasi experimental method. The population of the research was all of the seventh grade students of SMPN 1 Ajibarang in academic year 2015/2016. The sample was divided into two groups; 7A as the experimental class and 7B as the control class. The experimental class was taught by using *Fly Swatter Game*, but the cotrol class was taught without using *Fly Swatter Game*. Test was used in collecting data, namely pre-test and post-test and the instrument was tried out to part of population to know is validity and realibility. The test is multiple choices items and matching items. The result of the research showed that there was a significant difference of the students` vocabulary mastery between the students who were taught using *Fly Swatter Game* and those who were taught without *Fly Swatter Game*. It could be seen on the result of computation of t-test, where t-result is 2,847 while the T-table value at the level of significant 0,05 for degree of freedom (df) 62 was 1,678. It means that t-test was higher than t-table ($2,847 > 1,678$). Therefore it could be concluded that the hypothesis of the research that *Fly Swatter Game* was effective for teaching vocabulary mastery was accepted.

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