

**IMPROVING STUDENT'S VOCABULARY MASTERY BY USING
SNAKES AND LADDERS GAME
(A Classroom Action Research At First Graders of SMK Muhammadiyah 03
Purwokerto in Academic Year 2015/2016)**



A THESIS

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

By:

**MUHAMMAD YUSUF RAMADHAN
1101050091**

**ENGLISH EDUCATION DEPARTMENT
TEACHING TRAINING AND EDUCATION FACULTY
MUHAMMADIYAH UNIVERSITY OF PURWOKERTO**

2016

APPROVAL

1. Title : IMPROVING STUDENT'S VOCABULARY MASTERY
BY USING SNAKES AND LADDERS GAME
(A Classroom Action Research At First Graders of SMK
Muhammadiyah 03 Purwokerto in Academic Year
2015/2016)
2. Faculty : Teacher Training and Education
3. Author's Identity
- a. Name : Muhammad Yusuf Ramadhan
 - b. Sex : Male
 - c. Student Number : 1101050091
 - d. Department : English Education
 - e. Address : Sokaraja Kidul Village, Neighborhood 06, Hamlet 02,
Sokaraja Subdistrict, Banyumas Regency, Central Java
 - f. E-mail : ichiucup@gmail.com
4. Supervisor : Listiani, M. Pd.

Approved by:
Supervisor,



Listiani, M. Pd.
NIK. 2160448

Skripsi berjudul

**IMPROVING STUDENT'S VOCABULARY MASTERY BY USING SNAKES
AND LADDERS GAME**

(A Classroom Action Research At First Graders of SMK Muhammadiyah 03
Purwokerto in Academic Year 2015/2016)

dipersiapkan dan disusun oleh:

MUHAMMAD YUSUF RAMADHAN

1101050091

telah dipertahankan di depan Dewan Penguji pada tanggal 6 Februari 2016
dan dinyatakan telah memenuhi syarat untuk diterima sebagai kelengkapan
persyaratan untuk mendapatkan gelar Sarjana Pendidikan
Program Studi Pendidikan Bahasa Inggris

Pembimbing,

Listiani, M. Pd.
NIK. 2160448

Penguji,

1. Dr. Furganul Aziez, M. Pd.
NIP. 19621106 198910 1 001

2. Drs. Pudiyono, M. Hum.
NIP. 19560508 198603 1 003

3. Saefurrohman, Ph.D.
NIK. 2160372

Purwokerto, 6 Februari 2016

Universitas Muhammadiyah Purwokerto
Fakultas Keguruan dan Ilmu Pendidikan
Dekan,



Drs. Pudiyono, M. Hum.
NIP. 19560508 198603 1 003

STATEMENT OF AUTHORSHIP

Herewith, I declare that this thesis entitled “IMPROVING STUDENT’S VOCABULARY MASTERY BY USING SNAKES AND LADDERS GAME (A Classroom Action Research At First Graders of SMK Muhammadiyah 03 Purwokerto in Academic Year 2015/2016)” is my original piece of work to the best of my knowledge and this report of research has never been submitted for a degree at this or other university. If the originality of this thesis is later proved as convincing plagiarism, I would be prepared to receive the consequences in the form of any sanction such as losing my related academic degree obtained from the institution as well as other rules prevailing in Indonesia.

Purwokerto, February 6th, 2016

Muhammad Yusuf Ramadhan

ACKNOWLEDGEMENT

Assalamu'alaikum Wr.Wb.

First of all ,Praise to Allah S.W.T, the most graceful and merciful, the giver of divine direction and guidance, who has given blessing and mercy, so that the writer could accomplish the thesis as a partial fulfillment of the requirements of S. Pd degree in Muhammadiyah University of Purwokerto.

The writer wishes to express great appreciation and special thanks to:

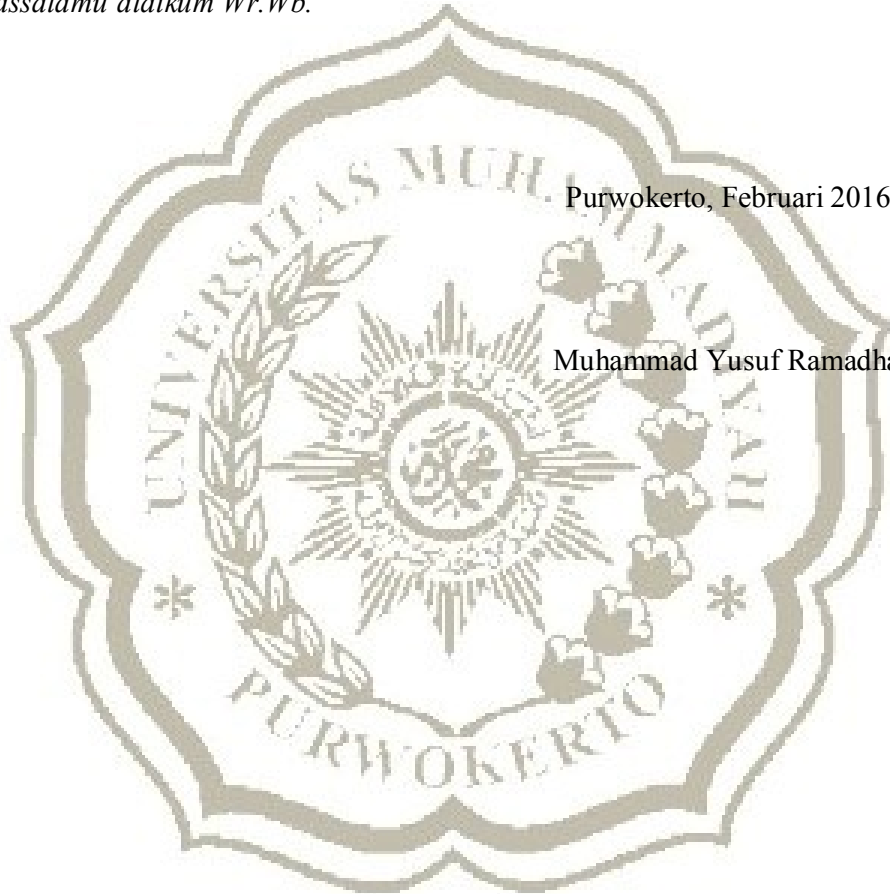
1. Mrs. Listiani M.Pd, as the Supervisor who has given much attention and guidance to the writer so that the writer can finish this thesis.
2. Mrs. Lilis Setiyani, S.Pd for your kindness in helping me and the big family of SMK Muhammadiyah 03 Purwokerto who have given the permission,warm wellcome so that I am able to conduct this research.
3. All of the lecturers of English department for your kindness, guidance, and everything. You have given me so much knowledge, skills, and experiences. Having such great lecturers like you all is my pride.
4. Drs. Pudiyono, M.Hum, as the Chief of English Department who has given the writer opportunity and agreement to conduct this research.
5. Drs. Ahmad, M.Pd as the Dean of Teacher Training and Education Faculty.
6. Dr. Syamsuhadi Irsyad, M.H., as the Rector of Muhammadiyah University of Purwokerto.
7. My father, mother, and brothers for giving me full support, so i can do my best to finish the thesis well.
8. All sides who involved directly or indirectly in the completion of this thesis.

Last but not least, the writer hopes that this thesis can give valuable contributions to the improvement of education further. The writer realizes that this thesis still needs some improvements. Therefore, constructive suggestion and criticism will be accepted to make this thesis perfect.

Wassalamu 'alaikum Wr.Wb.

Purwokerto, Februari 2016

Muhammad Yusuf Ramadhan



DEDICATION

This thesis is proudly dedicated to:

My mother and father

Thanks a million for my beloved mother who always gives me strength to finish my study. You have told me how to be a strong person who never says give up. Thanks a million as well for my beloved father. You have given me so much attention and everything I need in reaching my bright future. I promise I will make you happy. My graduation will be for you Mom and Dad, and especially for you mom as the most special gift for your birthday.

Isti Awalia

Thank you for always supporting me.

My friends in PBI

Bayu, Gilang, Zidni, Fian, Febri and all of my friends English Education 2011

We are best friends.

My Friends in “KALAJEPRET”

Candra, Gilang, Isyana, Dodo, Mas Kas, Mak Eni, Gufron, Wulan.

MOTTO

“You never know the result until you try it by your self”

“Allah SWT always beside us, don’t lose hope”



LIST OF CONTENTS

TITLE	i
APPROVAL	ii
ACKNOWLEDGMENT	v
DEDICATION	vii
MOTTO	viii
LIST OF CONTENTS	ix
LIST OF APPENDICES	v
ABSTRACT	xv
CHAPTER I : INTRODUCTION	
A. Background of the Research	1
B. Reason for choosing the Topic	3
C. Problem of The Study	4
D. The Aim of The Study	4
CHAPTER II : LITERATURE REVIEW	
A. VOCABULARY	5
1. Definition of Vocabulary	5
2. The Importance of Vocabulary	6
3. The Aspects of Vocabulary	8
4. Types of Vocabulary	9
5. Teaching Vocabulary	10
6. Learning Vocabulary	13

B. Snakes and Ladders Game	15
1. Definition of Snakes and Ladders Game	15
2. Purpose of Snakes and Ladders Game	15
C. Teaching Vocabulary by Using Snakes and Ladders Game ...	17
D. Relevant Previous Study.....	17
E. Basic Assumption.....	18
CHAPTER III: RESEARCH METHODOLOGY	
A. Research Methodology	19
B. Place and Time of the Research	19
C. Subject of The Research	20
D. Research Design	21
E. Data Collection	23
F. Data Analysis	27
G. The Criteria of Success Indicator	32
CHAPTER IV: RESULT AND DISCUSSION	
A. Research Result	33
B. Discussion	47
CHAPTER V: CONCLUSION AND SUGGESTION	
A. Conclusion	54
B. Suggestion	55
REFERENCES	56
APPENDICES	58

LIST OF APPENDICES

Appendix A

1. Test Instrument and Answer Key of The Test
2. Lesson Plan Cycle 1 and Cycle 2

Appendix B

1. Student's Observation Sheet
2. Teacher's Observation Sheet
3. Student's Questionnaire
4. Teachers's Questionnaire

Appendix C

1. Test Result

Appendix D

1. Student's Observation Result
2. Teacher's Observation Result
3. Student's Questionnaire Result
4. Teachers's Questioner Result

Appendix E

1. Permission Letter
2. Documentation of photograph in Cycle 1 and Cycle 2

ABSTRACT

IMPROVING STUDENT'S VOCABULARY MASTERY BY USING SNAKES AND LADDERS GAME (A Classroom Action Research At First Graders of SMK Muhammadiyah 03 Purwokerto in Academic Year 2015/2016)

MUHAMMAD YUSUF RAMADHAN

1101050091

The goal of the research was to improve students' vocabulary master using snakes and ladders game. This research used classroom action research (CAR), which was conducted at X TKR A students of SMK Muhammadiyah 03 Purwokerto on January 2016. The researcher took 27 students in one class as the sample. The research consisted of two cycles with two actions in each cycle. Each cycle consisted of planning, acting, observing, and reflecting. The techniques of collecting data were taken by test, questionnaire, and observation. Where the test and questionnaire were used to analyze quantitatively and observation was used to analyze qualitatively. The result of the research indicated that there were significant improvement in mastering vocabulary after implementing Snakes and Ladders game in learning process. The result of the test showed that the average score were 57,62 in pre-test, 70,38 in post-test 1, 92,60 in post-test 2. The score showed about the improvement of post-test 1 and 2 toward pre-test. In the result of the test, there were 25 students from 27 students or 92,60% students who passed of KKM (70), and it could be proved that the result reached the success indicator (80%). From the result of students' observation it could be known that in cycle 1 the score of students' activity in session I was 27,47% to session II was 32,44%, the improvement was 4,98%. In cycle 2 the score from session I was 43,71% to session II was 52,59%, the improvement was 8,88%. The questionnaire also showed that students had positive response to the teaching. In brief, it can be concluded that snakes and ladders game can improve students vocabulary mastery for the first grade students in X TKR A of SMK Muhammadiyah 03 Purwokerto in academic year 2015/2016.

Keywords: Snakes and Ladders Game, teaching, vocabulary