

**The Effectiveness of Crossword Puzzle Game to Teach Vocabulary
at the Second Grade Students of
Junior High School**



A THESIS

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

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TEACH VOCABULARY AT THE SECOND GRADE STUDENTS OF
JUNIOR HIGH SCHOOL**

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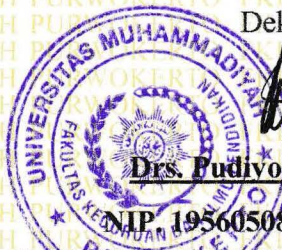
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Yang menyatakan,



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MOTTO

**PLACE EVERYTHING IN ITS
PLACE!**

~UTAMA YULI PANGESTU~

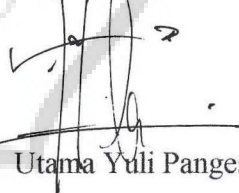


DEDICATIONS

This thesis is dedicated to:

1. My beloved mother Ibu Artiah and my beloved father Bpk Sutikno. Thanks for never ending support. I am so lucky to have you and I love you both.
2. My beloved Sister Dea Chantica Rachmasari. The second support system after my parents. Thank you so much.
3. Dr. Suwartono, M.Hum. As my advisor who has guided me patiently in composing this thesis.
4. Mrs. Tofik, S.Pd. who gave me a chance to conduct this thesis in their classes.
5. My beloved friends in PBI ALL STAR "Ibnu, Rinaldi, Qibil, Rama, Januar, mas Al, Diki, Arif, Bagus, Surya, and Aldo." Thanks for the time that we had spent together.
6. Out group "Aldo, Bagus, Ami, Atun and Devi" as the coolest group I have ever had. Thanks for the time we have spent together, I will never forget your kindness.
7. All of my classmate, Thanks for the past four years.
8. My lovely friend Minarahmi Amiluhur, thanks for every single day we spend together.
9. For everyone who gave me small help and support during my study.

Purwokerto, 14th
August 2017



Utama Yuli Pangestu

ACKNOWLEDGMENT

Praise to Allah SWT, the most merciful and graceful who has given the writer guidance, bless and strength that enabled me to finish this thesis entitled “The Effectiveness of Crossword Puzzle Game to Improve Students’ Vocabulary Mastery in Junior High School”. This thesis is presented to full fill one of the requirements in accomplishing S. Pd. Degree in English education study program, teacher training and education faculty, university of muhammadiyah purwokerto. The writer would like to take opportunity to give special thanks to:

1. Drs. H. Syamsuhad ilrsyad, S.H., M.H., the rector of University Muhammadiyah of Purwokerto.
2. Drs. Pudiyono, M. Hum, the dean of Teacher Training and Education Faculty who has given his permission to write this thesis.
3. Aulia Nisa Khusnia, S.S., MA, the head of English Department who has given opportunity and agreement to conduct this study.
4. Dr. Suwartono, M.Hum., for the valuable assistance, inspiration, advise, support and suggestion.
5. Special thanks to all of the English lectures in English Department for the dedication in sharing the knowledge to me.
6. Mr. Tofik, S.Pd. who gave me a chance to conduct this thesis in his class.
7. XI students of Accounting 2 and 3 classes who helped me as experimental and control classes. Thank you.

Although, this thesis is still far from being perfect, constructive criticism and positive suggestion are welcome to make this work. This thesis hoped will give positive contributions and be useful to this field study.

Purwokerto, 14th August 2017



Utama Yuli Pangestu

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ABSTACT

THE EFFECTIVENESS OF CROSSWORD PUZZLE GAME TO TEACH VOCABULARY AT THE SECOND GRADE STUDENTS OF JUNIOR HIGH SCHOOL

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The aim of this research was to know whether cross word puzzle game is effective to improve students' vocabulary mastery or not at the second grade of junior high school. Research participant consisted of 60 students in second grade of junior high school at SMP Muhammadiyah 1 Purwokerto. This research used quasi experiment method. Two classes were selected as an experimental and control group. In collecting the data this research used test as the instrument. After getting the data, this research used t-test computation to analyze the data. Based on the result of the data analyzed, it was found the result of t-test was 4.48, while the t-table score at the significant level $\alpha = 0.05$ for df 58 was 1.67155. it could be stated that the t-value was higher than t-table ($4.48 > 1.67155$). It could be concluded that crossword puzzle game was effective to improve students' vocabulary mastery. It could be provided by the result of t-test.

Keywords: Crossword Puzzle Game, Effectiveness, Vocabulary, Mastery.