IMPROVING STUDENTS' VOCABULARY MASTERY THROUGH ROLLING BALL GAME

(A Classroom Action Research in the Fifth Grade of SDN Karangsalam-Kedungbanteng, Banyumas in Academic Year 2011 / 2012)



A THESIS

By FENTI MEILITASARI 0801050164

ENGLISH DEPARTMENT

THE FACULTY OF TEACHER TRAINING AND EDUCATION

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Dedication

This thesis is proudly dedicated to:

My beloved mom and daddy

Thanks for your struggle, giving your body and soul to me. Shining struggle that through you is a reason for me to do the best, every moment with you is evidence that had inspired, opened my heart, and saw your sincerity.

And now... hope you are proud of me who can fly highly because of your sweat and tears, I will be what you want.

It is me, your daughter.

For my TRIO brothers (alm.Eko, Apri and Doni)

Thanks for your support; you are core of the miracle for me.

Alm.Eko... may you rest in a peace, I miss you so much

Mas Apri... be a good father for your sweet daughter

Doni.. Come on, life must go on. Make bliss for our mom and dad.

For my sisters (Via and Tika)

You are also core of the miracle for me.

Sweetie via, thank you for making me angry all of the day, but in my deepest heart, I love you so much. You are the only one, my little sister.

Mba Tika, thank you for giving me a funny little girl. My life is being colorful because of your funny daughter.

My sweet little niece (MUTIARA LAKHEISA)

Big love and smile for you, because of you, I see the ray of my life

My sister, my best friends, and my everything.

Sinta_Encing, Cici, Regi_Cong n Siwi..

Thanks for your giving me support and motivation

For all of my best friends...

Teteh Vita, Nabila, Dewi, Fevi, Nani, Mbah_sukma, Enun, Om_Krisna,
Bapak_Anggi, Mamih_Eka, Liana, Soim, Yuda, Arif, Galih, Dwi Yuni, Dwi Apri,
Nikita, Pak Indra, Desy, Happy (mathematic), Ratna (PBSI), Safet
(Sejarah), Wahyu (sejarah).

Thank for your support and togetherness in the four years. I will never forget you all. I am nothing without all of you.

MOTTO

Life isn't about Taking and Giving,

But It is about Giving and Receiving.

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Praise to Allah SWT the most merciful who has given the writer guidance, so that the writer can accomplish the thesis as partial fulfillment for S.Pd degree of English department, teacher training and education faculty of Muhammadiyah university of Purwokerto.

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The writer realizes that there are many weaknesses in her thesis, so the writer critics and suggestions to improve her further writing. She hopes her thesis will be useful for anyone, especially the students of Muhammadiyah University of Purwokerto.

Purwokerto, Juli 2011

Writer

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ABSTRACT

IMPROVING STUDENTS' VOCABULARY MASTERY THROUGH ROLLING BALL GAME (A Classroom Action Research in the Fifth Grade Students of SDN Karangsalam-Kedungbanteng, Banyumas in Academic Year 2011 / 2012)

By

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The aim of this research was to find out whether "Rolling Ball Game" can improve students' vocabulary mastery to the fifth grade of SD N Karangsalam in the academic year of 2011/2012.

The treatment was carried out from March 26th, 2012 to April 23rd, 2012 at SD N Karangsalam. The population was the fifth grade students of SD N Karangsalam. The subject of this research was 19 students out of the whole population. The method used Classroom Action Research (CAR). The data were collected through test, observation, interview and documentation. There were two kinds of data that were collected. There are qualitative and quantitative. The qualitative data are observation, interview, and documentation. The quantitative data is test (pre-test and post-test). The analysis of this data was done by using three components; they were reduction data percentage of average score to know the students' vocabulary mastery and compute the averages of two cycles in measuring whether there was an improvement in CAR or not. To perform this research, the writer worked collaboratively with English teacher in that class. The CAR was done based on Kemmis and McTaggart's CAR design. The writer took two cycles with four actions. It started from making planning, acting, observing and reflecting. Then, the result of the action was reflected to determine the next step.

Based on the data analysis, it could be proved that the use of Rolling Ball as a game can improve students' vocabulary mastery. It could be seen from the result of students' improvement at the end of Cycle 2. The improvement of the test result was 41.14%, and it has reached the indicator of success (20%). The indicator of students' observation proved 4.3% from the action in Cycle 1 and 2. And interview result showed positive response.