## THE EFFECTIVENESS OF GUESSING WORD GAME IN TEACHING VOCABULARY

(An Experimental Study At Seventh Grade Students Of MTs Syamsul Huda Kedungreja— Cilacap in Academic Year 2011/2012)



#### **A THESIS**

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

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#### **MOTTO**

- ➤ Life is Struggle
- ➤ Where there is a will there is a way
- ➤ Jika Kamu Berpikir Sukses, Kamu akan Sukses. Jika Kamu Berpikir Besar, Kamu Akan Menjadi Orang Besar. Jika Kamu Berpikir Bisa, Kamu akan Bisa.



#### **Dedication**

Special dedications to:

My beloved Mother and Father for their Love, affection, blessing and deviation to finish their thesis.

My beloved brother Imam. As, who gave me support and motivation

My beloved "Aby-Q" as the light of my lives, who gave me support, motivation and advice. Thanks for all.

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#### **PREFACE**

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The writer hopes that this thesis will give some contributions to the English Teacher, English Department students and all the readers. The writer believes that there are still many weaknesses in this thesis. There fore, the writer accepts constructive suggestions and criticism happily to make this thesis perfect.



#### **ABSTRACT**

# THE EFFECTIVENESS OF GUESSING WORD GAME IN TEACHING VOCABULARYAT FIRST YEAR STUDENTS OF MTs SYAMSUL HUDA KEDUNGREJA

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The aim of this research is find out the effectiveness of guessing word game. This research conducted at MTs Syamsul Huda Kedungreja, Cilacap in academic year 2011/2012.

The treatment was carried out in August 2011. The method in this research was quasi experiment especially non-equivalent. The total sample of this research was 92 respondents. The respondents were divided into two classes; there were class A as control and class B as experiment. The treatment was given for the experimental class. In collecting the data, the writer used test as an instrument. The test was done twice; the first test was pre-test and the second was post-test. After getting the data, the writer used t-test to analyze the data collected.

Based on the result, t-test was 3.083 and the result of t-table with degree of freedom 1.662. t-test is higher than t-table (3.083>1.662). Therefore, it can be concluded that Guessing Word Game is effective for teaching vocabulary.

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