

## APPENDICES

### APPENDIX 1

#### OBSERVATION SHEET FOR TEACHING LEARNING PROCESS AT SEVENTH GRADE OF MTs. ROUDLOTUL ULUM SUWAWAL 04

**Teacher** : Maria Wahyu I.D., S.Pd

**Researcher** : Sechah Nurrizkiyah

**Class** : VII B of MTs. Roudlotul Ulum

Indicator	Result	
	Teacher	Students
Theme/Material		
Method		
Media		
opening Activities		
while activities		
closing activities		

**APPENDIX 2****INTERVIEW SHEET FOR ENGLISH TEACHER IN  
MTs. ROUDLOTUL ULUM**

**Interview for the teacher is to get information about the teacher's method in teaching learning process. The followings questions are:**

1. Do you have lesson plan before teaching your students in the classroom?
2. Do you have some difficulties in teaching English?
3. How do you solve the difficulties?
4. Do you use method or media in teaching English?
5. Then, what media or method that you use when you are teaching vocabulary?
6. What do you think about Fly swatter game?
7. Does fly swatter game run well in your class?
8. Do you have some difficulties to teach your students in teaching vocabulary by using fly swatter game?
9. The last, what is the supporting and inhibiting factors of using fly swatter game in teaching vocabulary?

**APPENDIX 3****INTERVIEW SHEET FOR ENGLISH TEACHER IN  
MTs. ROUDLOTUL ULUM**

**Interview for the teacher is to get information about the teacher's method in teaching learning process. The following questions are:**

- 1) Do you have lesson plan before teaching your students in the classroom?

Yes of course, I made lesson plan before I teach my students. Lesson plan is very important for me as a guide in teaching and learning process.

- 2) Do you have some difficulties or problem in teaching English?

I have some problem since I teach English from eight years ago; the biggest problem is students are less understanding in vocabularies meaning. Other problem is mostly student are passive, they will keep quite when they don't know and don't understand.

- 3) How do you solve the difficulties?

So, I tried to find out how to solve this problem. In Indonesia, usually teacher ask student to memorized vocabularies (Memorizing) and I used this method too. But, we know that we lived in 21<sup>st</sup> century its mean that there were so many method and media that we can use in teaching English. And one year ago I found this method to teach English (Fly swatter game) from YouTube. I think this game is quite good to increase students' vocabularies.

- 4) Do you use method or media in teaching English?

Yes, I do. I used some method that I think it's quite good for my students and possible to use the method in my class.

- 5) Then, what media or method that you use when you are teaching vocabulary?

Usually I am not paying much attention to the method that can be use to increase students' vocabulary. I use an old method that is memorizing (hafalan) it's quite effective in the beginning. But I think this method is not effective in the end. Students will forget easily. They will feel lazy to remember the word.

6) What do you think about Fly swatter game?

Fly swatter game is an interesting game. The game was really fun. Most of my student was really enjoying the class when I used this game. They can pay more attention when I explain the rules. They looked very excited and the most important is they can memorize vocabularies through enjoyable activity.

7) Does fly swatter game run well in your class?

Yes, the game was running well in my class. They are really enjoying the class.

8) Do you have some difficulties to teach your students in teaching vocabulary by using fly swatter game?

I think, there are no difficulties when I used this game. This game is a simple game. I can use this game when my students started feeling bored.

9) The last, what is the supporting and inhibiting factors of using fly swatter game in teaching vocabulary?

I think there are some supporting factors, first my students enjoying the class. Second, they can memorize vocabularies through different way. Third, they are more active. And for the inhibiting factors, I think the inhibiting factor is only one, the class noise. But that was the point of this game because students will feel more enjoyable and get them addicted to the game.