

**THE EFFECTIVENESS OF FLY SWATTER GAME TO
IMPROVE STUDENTS' VOCABULARY MASTERY AT THE
SEVENTH GRADE OF MTs DARUL ULUM PURWOGONDO
IN THE ACADEMIC YEAR OF 2020/2021**

THESIS



by

Atik Nur Khasanah

161320000257

**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TARBIYAH AND TEACHING SCIENCES
ISLAMIC UNIVERSITY OF NAHDLATUL ULAMA JEPARA
2020**

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MTs DARUL ULUM PURWOGONDO IN THE ACADEMIC YEAR OF
2020/2021**

**Submitted in partial fulfillment of the requirement for the degree of
Sarjana Pendidikan Bahasa Inggris (S.Pd)**

A THESIS



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ISLAMIC UNIVERSITY OF NAHDLATUL ULAMA JEPARA
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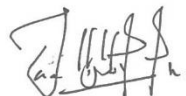
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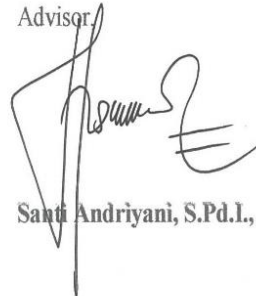
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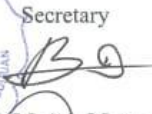
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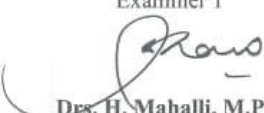
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MOTTO

Anyone who has never made mistake has never tried anything new

(Albert Einstein)

DEDICATION

I dedicate this thesis to :

My beloved parents

ACKNOWLEDGEMENT

At this happiest moment, I wish a prayer to God the Almighty who has blessed me during the writing of this thesis. I would like, furthermore, to express my sincere gratitude to:

1. Dr. Sa'dullah Assa'idi, M.Ag., The Rector of Islamic University of Nahdlatul Ulama Jepara, who gave permission to me to conduct this study.
2. Drs. H. Mahalli, M.Pd., The Dean of Faculty of Tarbiyah and Educational Sciences of Islamic University of Nahdlatul Ulama Jepara, who gave permission to me to conduct this research.
3. Santi Andriyani, S.Pd.I., M.Pd., my advisor, for his continuous and valuable guidance, advice and encouragement in completing this thesis.
4. All lectures at the English Study Program of Faculty of Tarbiyah and Educational Sciences of Islamic University of Nahdlatul Ulama Jepara, who have taught, motivated, and given guidance during the writing of the thesis.
5. The librarians of the Central Library of Islamic University of Nahdlatul Ulama Jepara for their permission for me to use some valuable references in writing the thesis.
6. H. Ali Akrom, S.Pd. Bio., The head master of MTs Darul Ulum Purwogondo for giving me permission to conduct the research at the school.
7. All of the seventh grade students of MTs Darul Ulum Purwogondo in Academic Year 2020/2021 for the participants in my research.
8. My family who have supported me for my research.
9. The last but not the least, My friends in PBI A1 for the supports.

Finally, I do realize that due to my limited ability this thesis must have shortcoming. For this I welcome any suggestions and criticisms.

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ABSTRACT

Title : THE EFFECTIVENESS OF FLY SWATTER GAME TO IMPROVE STUDENTS' VOCABULARY MASTERY AT THE SEVENTH GRADE OF MTs DARUL ULUM PURWOGONDO IN THE ACADEMIC YEAR OF 2020/2021

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Date of exam : 10 September 2020

The aim of this research is to know whether using fly swatter game can improve students' vocabulary mastery at the seventh grade of MTs Darul Ulum Purwogondo Kalinyamatan Jepara in the Academic Year of 2020/2021. This research was quasi experimental research as the design of the research. The population of this research were the seventh grade students of MTs Darul Ulum Purwogondo which consisted of 316 students. The sample of this research was 2 classes, they were class H consisted of 32 students as experimental class and class E consisted of 32 students as control class. Totally was 64 students as the sample. The sample was taken by using purposive sampling. The instruments of this research was vocabulary test consisted of 20 questions multiple choices. The data from pre-test and post-test were analyzed statistically using spss 25. The finding of this research was the students' pre-test mean score was 45.93 in class H and students' mean score was 43,28 in class E. The students' post-test mean score was 72,34 in class H and the students' post test score was 64,53 in class E. The result of t-test was 0,001. It was showed that Sig. (2-tailed) was lower than 0.05 ($0,001 < 0,05$). It was indicated that there is significant between experimental class and control class in post test score. The Null Hypothesis (H_0) was rejected and the Alternative Hypothesis (H_a) was accepted. Based on the findings and the discussion of the research, the researcher got a conclusion that the use of fly swatter game was effective to improve students' vocabulary mastery at the seventh grade students of MTs Darul Ulum Purwogondo Kalinyamatan Jepara in Academic Year 2020/2021.

Keyword : Fly Swatter Game, Vocabulary Mastery, Quasi Experiment Design

ABSTRAK

Judul : THE EFFECTIVENESS OF FLY SWATTER GAME TO IMPROVE STUDENTS' VOCABULARY MASTERY AT THE SEVENTH GRADE OF MTs DARUL ULUM PURWOGONDO IN THE ACADEMIC YEAR OF 2020/2021

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Tujuan dari penelitian ini adalah untuk mengetahui apakah dengan menggunakan permainan fly swatter dapat meningkatkan penguasaan vocabulary siswa pada tingkatan kelas VII di MTs Darul Ulum Purwogondo Kalinyamatan Jepara pada tahun ajaran 2020/2021. Penelitian ini menggunakan quasi experimental design sebagai desain dari penelitian. Populasi dari penelitian ini adalah semua siswa tingkatan kelas VII MTs Darul Ulum Purwogondo yang terdiri dari 316 siswa. Penelitian ini mengambil dua sampel dari dua kelas yaitu kelas H yang terdiri dari 32 siswa sebagai kelas experimental dan kelas E terdiri dari 32 siswa sebagai kelas kontrol. Jumlah keseluruhan sampel adalah 64 siswa. Pengambilan sampel menggunakan teknik sampling purposive. Instrumen yang digunakan dalam penelitian ini adalah test vocabulary yang terdiri dari 20 soal pilihan ganda. Data pre-test dan post test di analisis menggunakan statistik dengan bantuan SPSS 25. Dari penelitian ini menemukan bahwa rata-rata nilai pre-test adalah 45,93 di kelas H dan rata-rata nilai 43,28 di kelas E. Rata-rata nilai post test di kelas H adalah 72,34 dan rata-rata nilai post test di kelas E adalah 64,53. Hasil dari pengujian T-test adalah 0,001. Penelitian ini menunjukkan bahwa nilai Sig.(2-tailed) lebih sedikit daripada 0,05 ($0,001 < 0,05$). Dapat disimpulkan bahwa ada signifikansi antara hasil post test di kelas experimental dan kelas kontrol. Null hipotesis (H_0) ditolak dan Alternatif Hipotesis (H_a) diterima. Berdasarkan hasil dari penelitian, peneliti mendapatkan kesimpulan bahwa menggunakan permainan fly swatter efektif untuk meningkatkan penguasaan vocabulary siswa pada tingkatan kelas VII di MTs Darul Ulum Purwogondo Kalinyamatan Jepara pada tahun ajaran 2020/2021.

Kata kunci : Fly Swatter Game, Vocabulary Mastery, Quasi Experimental Design