

**THE EFFECT OF USING ANAGRAM GAME ON SEVENTH GRADE
STUDENTS' VOCABULARY MASTERY OF MTS NEGERI 5 JEMBER
IN THE 2018/2019 ACADEMIC YEAR**

THESIS

By

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**UNIVERSITAS MUHAMMADIYAH JEMBER
FACULTY OF TEACHER TRAINING AND EDUCATION
ENGLISH EDUCATION PROGRAM
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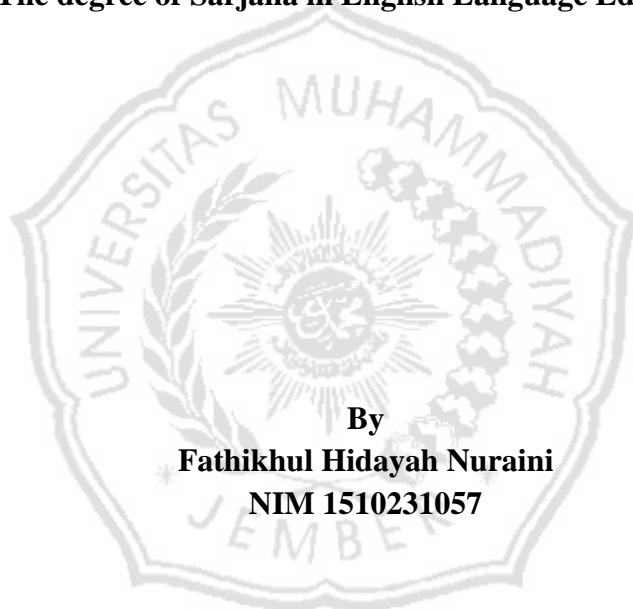
THESIS

Presented to

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In partial fulfilment on the requirements for

The degree of Sarjana in English Language Education



By

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2019



MOTTO

“So wait patiently (O Muhammad) for thy Lord’s decree, for surely thou art in Our sight and hymn the praise of thy Lord when thou up rises”

(At-Tur:48)



AGREEMENT

This is to certify that the *Sarjana* thesis of Fathikhul Hidayah Nuraini has been approved by the thesis advisors for further approval by the Board of Examiners.

Jember, July 12th, 2019

Advisor

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APPROVAL SHEET

This is to certify the *Sarjana's* thesis of Fathikhul Hidayah Nuraini has been approved by the Board of Examination as the requirement for the degree of *Sarjana* in English Language Education July 22nd, 2019.

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NPK. 87 02 165

PREFACE

Thanks to Allah for all his blessings and loves. He gave me power to finish my thesis.

My thesis focuses on vocabulary mastery. This thesis is written to make the readers understand about the use of Anagram Game in increasing vocabulary mastery. Lack of vocabulary is common problem which must be some ways and solution to solve the students' vocabulary mastery through the available teaching method, in this case the researcher used Anagram Game as method of teaching and learning process.

It will hopefully give information of using anagram game to solve the students' vocabulary mastery. This thesis will also become consideration for the English teachers to use Anagram Game in the teaching and learning process at the school. The researcher realizes that thesis has weakness and the correction is hoped.

Jember, July 12th, 2019

The Researcher

ACKNOWLEDGEMENT

Glory to Allah SWT, Most Merciful, Most Compassionate that blesses the researcher with health and tremendous power to finish this study as a partial requirement for getting Sarjana Degree of English Education of University of Muhammadiyah Jember.

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7. Also for those who cannot be mentioned one by one.

Jember, July 12th, 2019

DEDICATION

My thesis is honorably dedicated to:

1. Allah SWT and Prophet Muhammad SAW who gives me blessing to write this thesis
2. My beloved father and mother, Mr. M. Shohin Wicaksono and Mrs. Windarti, who always give me their love, pray, motivation, support, and inspiration. You always give me everything that I want and need. You are the best, without you I will not be like this. I love you.
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ABSTRACT

Nuraini, Fathikhul Hidayah. 2019. *The Effect of Using Anagram Game on Seventh Grade Students' Vocabulary Mastery of MTs Negeri 5 Jember in 2018/2019 Academic Year*. Thesis. English Education Program, Faculty of Teacher Training and Education, University of Muhammadiyah Jember. Advisors: (1) Fitrotul Mufaridah, M.Pd (2) Kristi Nuraini, M.Pd

Key word: Vocabulary mastery, Anagram Game

This research is aimed to find the effect of using Anagram Game on seventh grade students' vocabulary mastery of MTs Negeri 5 Jember. The design of this research is quasi experimental research. The subject of this study were 44 students of the seventh grade of MTs Negeri 5 Jember consist of 22 students of VII E and 22 students of VII D. VII E class was chosen as the experimental group which was taught by using Anagram Game and VII D class was chosen as control group which was chosen by without using Anagram Game.

In the beginning of the research, both experimental and control groups were given pre-test to measure the ability of the students' vocabulary mastery in the form of a test consisted of 35 questions and post-test after the treatment. The hypothesis was tested using independent sample t-test. It is used the computer program SPSS 21 version.

The use Anagram Game could make students more motivated to study English and was effective in teaching learning process. Those caused the result of post-test experimental group achieved. It was seen from the mean score, in pre-test the mean was 44.09 increased to 78.18 in post-test. And the mean score of pre-test control group who was taught by without using anagram game was 45.86 and in post-test increased to 71.14.

Based on the result, it can be concluded that there is a significant effect in the students' vocabulary mastery of the students who were taught by using Anagram Game and who were without using Anagram Game. It means that the use Anagram Game has significant effect on the students' vocabulary mastery.