

**THE EFFECT OF USING SCATTERGORIES GAME ON THE TENTH
GRADE STUDENTS' VOCABULARY MASTERY AT SMK BAITUL
HIKMAH TEMPUREJO IN THE 2017/2018 ACADEMIC YEAR**

THESIS

By

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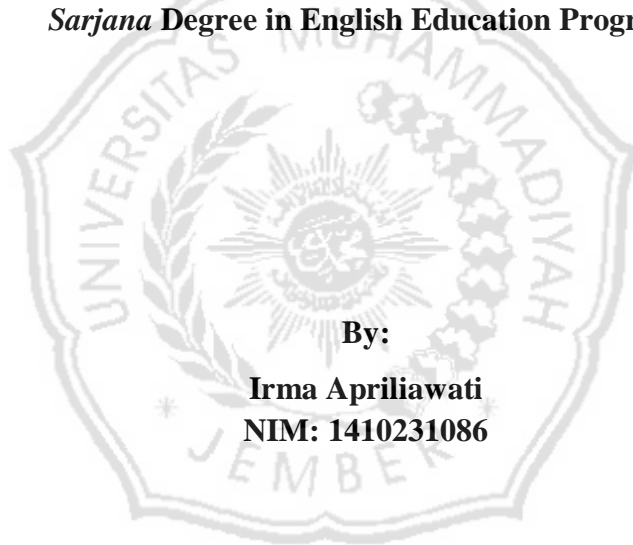


**UNIVERSITAS MUHAMMADIYAH JEMBER
FACULTY OF TEACHER TRAINING AND EDUCATION
ENGLISH EDUCATION PROGRAM
2018**

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THESIS

**Presented to
Universitas Muhammadiyah Jember
in partial fulfillment on the requirement for
Sarjana Degree in English Education Program**



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**UNIVERSITAS MUHAMMADIYAH JEMBER
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
PROGRAM STUDI PENDIDIKAN BAHASA INGGRIS
2018**



MOTTO

"The Powerful intellect leashed by an impoverished vocabulary is a myth. Without a vocabulary, a language, the intellect cannot develop."

T. Geronimo Johnson



AGREEMENT

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

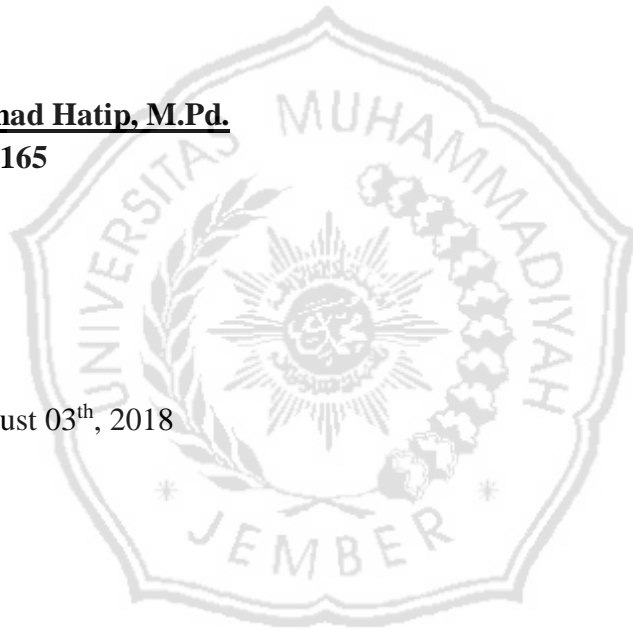
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PREFACE

Thanks to Allah SWT for all His blessings, loves, and guidances, and also thanks to Muhammad SAW as the Prophet of Islam, the writer can finish the thesis which entitled the effect of using scattergories game on the tenth grade students' vocabulary mastery on time.

This thesis focuses on vocabulary mastery which is written to make the readers understand about the effect of using scattergories game on the students's vocabulary mastery. Vocabulary is one of important things in English Proficiency. Students are expected to master English in accordance with the purpose of learning. In fact, not all students can master or use English properly. In this case the researcher used scattergories game to find out whether there is significance different between students who are taught by using scattergories game and those who are not on their vocabulary mastery.

Hopefully, this thesis can be useful and become one of the considerations in teaching learning process, especially in teaching vocabulary. As a human who used to make some mistakes, this thesis is not perfect yet, therefore, criticism and suggestions are welcomed in order to make this thesis better.

Jember, August 2018

The Researcher

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8. Those who contribute to the writing of this thesis.

Jember, August 2018

DEDICATION

This thesis is dedicated to:

1. My beloved parents, Syafi'i and Sarimah, who always give me advices, spirit, motivations, suggestions, and love.
2. My beloved grandparents, Bi'ah and Naton, who always take care, and educate me lovingly, so that I become, Insyallah, person with a good personality.
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ABSTRACT

Apriliawati, Irma, 2018. *The Effect of Using Scattergories game on the Tenth Grade Students' Vocabulary mastery at SMK Baitul Hikmah Tempurejo in the 2017/2018 academic year*. Thesis. English Education Program, Faculty of Teacher Training and Education, University of Muhammadiyah Jember. Advisor: (1) Dr. Mochamad Hatip, M.Pd. (2) Taufik Hidayah, M.TESOL.

Keywords: *Scattergories game, Students's Vocabulary Mastery*

This research is aimed to find out the effect of using Scattergories Game on the tenth grade students' vocabulary mastery at SMK Baitul Hikmah Tempurejo. It tries to reveal wheter or not there is a significant difference between the tenth grade students who are taught by using scattergories game and those who are not on their vocabulary mastery of SMK Baitul Hikmah Tempurejo in the 2017/2018 academic year.

Vocabulary is an important language element that is needed to be mastered by language learners. Since mastering vocabulary is not easy to do, a teaching technique is needed to use in teaching vocabulary. Chang & Codswell (2008:3) stated that scattregories game can be adapted as communicative activities in the classroom which can promote collocative skills with various concepts and vocabulary as well.

This research is classified as a quasi-experimental research with Nonrandomized Control Group, Pretest-Posttest Design. The subjects of this research were 60 students of tenth grade students of SMK Baitul Hikmah Tempurejo where 30 students of X D and 30 students of X E. Class X D was chosen as the Experimental Group which was taught by using scattergories game as the treatment while X E class was chosen as the Control Group which was not taught by using scattergories game. The instrument of data is test in form of multiple choices. In the beginning of the research, both Experimental and Control Groups were given a pre-test to measure the students's vocabulary mastery before treatment. It continued by giving post-test to both groups. The result of the post-tests were analyzed by using Independent Sample t-test. The computation of the data statistics used the computer program SPSS v.21.

The significance result of Independent Sample t-test is 0,000 which is lower than 0,05 (alpha level). It shows that there is a significant difference in the students's vocabulary mastery of the students who are taught by using scattergories game and those who are not. It means that the use of scattergories game has significant effect on the students' vocabulary mastery.

Based on the research result, it is known that scattergories game can be used by teachers as a teaching teachnique to teach vocabulary because this game can give a good impact on students' vocabulary mastery.

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