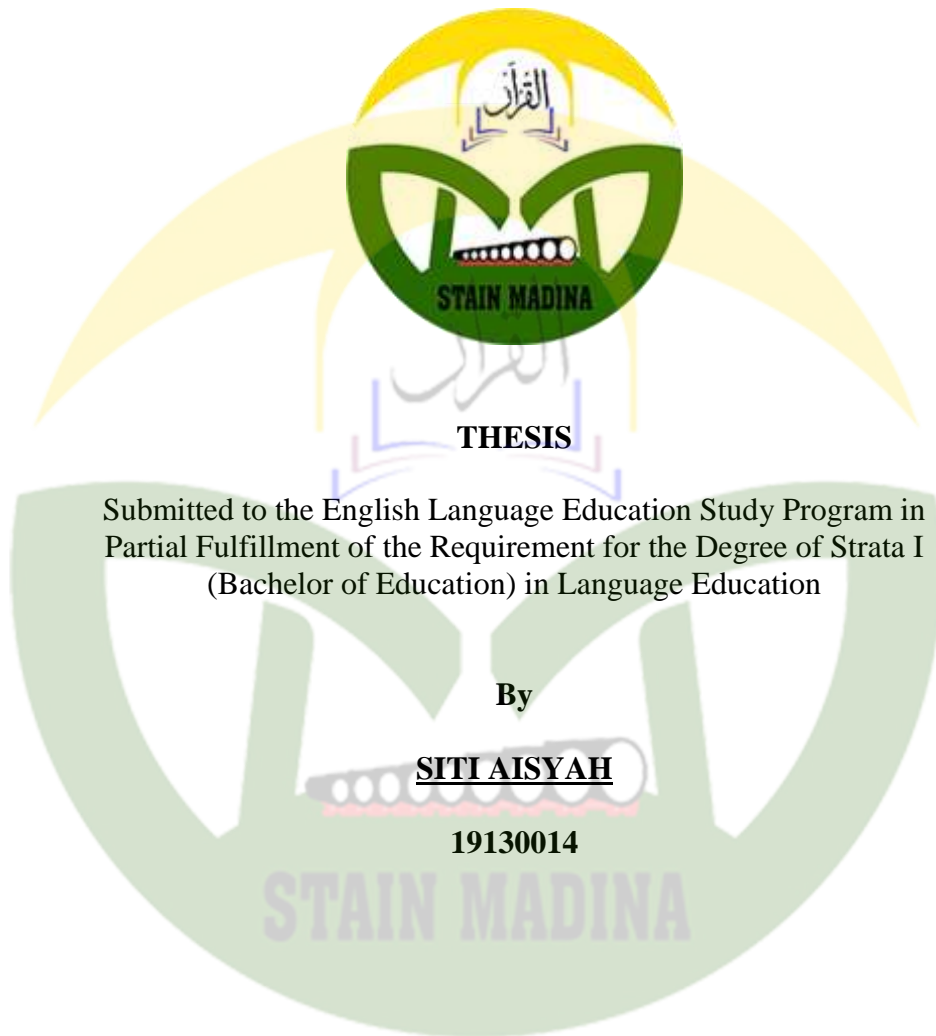# THE IMPLEMENTATION OF FLYSWATTER GAME IN IMPROVING THE SEVENTH YEAR STUDENTS' VOCABULARY AT SMPN 2 TAMBANGAN

THESIS

Submitted to the English Language Education Study Program in Partial Fulfillment of the Requirement for the Degree of Strata I (Bachelor of Education) in Language Education

By

SITI AISYAH

19130014

**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
STATE COLLEGE OF ISLAMIC
MANDAILING NATAL
2023**

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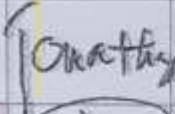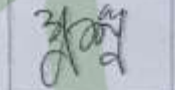
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ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
STATE COLLEGE OF ISLAMIC
MANDAILING NATAL
2023

ENDORSEMENT SHEET

This *Skripsi* entitled *"The Implementation of Flyswatter Game In Improving The Seventh Year Students Vocabulary at SMPN 2 Tambangan"*, written by Siti Aisyah, Student Registration Number 19130014, Department of English Language Education, has been examined and defended in front of the Board of *Skripsi* examiners on Monday, October 09, 2023. The skripsi has been accepted and declared to have fulfilled one of the requirements for the degree of "S.Pd" (Bachelor of Education) in English language Education.

NO	Name of Examiners	Position	Signature	Date of Approval
1	Sahyoni, M.Pd NIP. 198506252018081001	Chairperson		6 - 10 - 2023
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Mandailing Natal, October   , 2023
Chairman of State College for Islamic Studies Mandailing Natal

Prof. Dr. H. Sumper Mulia Harahap, M.Ag
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STETEMENT OF AUTHENTICITY

By signing this form, I

Name : Siti Aisyah

Student Registration Number : 19130014

Place and Date of Birth : Tambangan Jae, 30 December 1998

Status : Student

Address : Tambangan Jae

Certifiy that this Skripsi entitled " The Implementation Of Flyswatter Game In Improving The Seventh Year Students' Vocabulary At SMPN 2 Tambangan"is original and representing my own work, except all sources that I have use have been properly and clearly acknowledged.

If someday, it is proven as duplication, imitation, plagiarsm, or made by others partly or entirely, I understand that my skripsi and academic title will be cancelled due to the law

Panyabungan, October 2023

Resercher,

Siti Aisyah

Nim.19130014

ADVISORS' APPROVAL SHEET

This is to certify that the skripsi entitled " The Implementation Of Flyswatter Game In Improving The Seventh Year Students' Vocabulary Mastery At SMPN 2 Tambangan" was written by Siti Aisyah, student number 19130014, has been approved by the advisor of skripsi to be examined by the Board of Examiners.

Panyabungan, 03 October 2023

First Advisor

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ABSTRACT

Siti Aisyah (SRN: 19130014). The Implementation of Flyswatter Game in Improving The Seventh Year Students' Vocabulary at SMPN 2 Tambangan. Thesis: Department of English Language Education. State College of Islamic Mandailing, 2023. This study is aimed at improving students' Vocabulary at SMPN 2 Tambangan. The objective of this study is to find out whether students' voabulary improved if it will be taught by using Flyswatter game. To solve the problem, the writer conduct classroom action research, by implementing flyswatter game. The writer applied one cycle in this research. Each cycle consist of fourth meetings. The participant of this study was one class consists of 24 students. The instrument for collecting the data the writer used observation sheet, test sheet and documentation. Based on the research result, showed the progressive mean of the students. The first meeting was 53.5, second meeting was 55.3, third meeting was 61.9, the fourth meeting was 66.1 the fifth meeting was 75.5. So, the mean in the post test was higher than the pre test. The data from observation sheet indicated that the students got improvement. It indicated that the application of flyswatter game improve students' vocabulary. In conclusion, flyswatter game could improve students' vocabulary mastery at SMPN 2 Tambangan.

Keywords: *Vocabulary mastery, Flyswatter game, junior high school*

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In the name of Allah, the Beneficent,the Merciful, Praise to be Allah, the Lord of the world who has blessed the writer in completing this "skripsi" entitled "**The Implementation of flyswatter game in improving the seventh year students vocabulary at SMPN 2 Tambangan**". Peace and blessing be upon the Prophet Muhammad SAW his family, his companion and his followers

Alhamdulillah by the grace of Allah the Highest, the writer could finish her research paper after long hard effort of writing. Thus, the writer would like to express greates gratitude to her beloved parents (Muhammad Rizal and Masdalifah) who always pray, support, and motivate her in every part of her life especially in doing this study.

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Hopefully this " skripsi" can be useful to the readers, particularly to the researcher. Furthermore, the writer realized that this " skripsi" is far from being perpect. It is pleasure for her receive constructive critics and suggestions from anyone who read her " skripsi" for valuable improvement.

Panyabungan, 09 Oktober 2023

The Researcher

Siti Aisyah

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CHAPTER I
INTRODUCTION

A. Background of the Study

Vocabulary is the soul of English learning because students cannot understand others or express themselves without adequate vocabulary. Therefore, learning English vocabulary plays an important role for Indonesian students to master English as a foreign language. In fact, mastering English vocabulary has become a big challenge for most Indonesian students. If a person does not have sufficient vocabulary, he cannot communicate with the people around him. The benefits of learning vocabulary are not just another thing to do in mastering the English language. Facts have proven that English knowledge is very important. We also need to learn vocabulary while learning English. As for some advantages, learning English is easier, which means having a larger vocabulary before practicing reading, speaking, listening, and writing (Helena, 2010). According to Browns (1995) divides vocabulary into two categories: receptive vocabulary and productive vocabulary. Receptive vocabulary is vocabulary that students can recognize and understand, but cannot accurately reproduce in context. Productive vocabulary is vocabulary that students understand, pronounce correctly, and are constructive in speaking and writing. Another expert, Paul Procter (2000) explains that a vocabulary consists of (a) all the words known by a specific person, (b) a custom set of words for a certain type of job, company, etc., (c) three specific lists of words These are not words at all, most are arranged alphabetically and their meanings are explained. Vocabulary for working with words and meanings. Mastery itself implies comprehensive knowledge. Vocabulary mastery is the very comprehensive knowledge of identifying, understanding and creating vocabulary and words.

In addition, Lado pointed out that in order to clarify the concept of vocabulary, three levels of vocabulary are distinguished, namely: (1) lexical operation mode and explanatory phonetic pronunciation, (2) lexical communication in the broad monetary field and (3) aesthetic and technical

vocabulary. In reality, many people, especially beginners, often face vocabulary mastering problems when learning English. It is not easy for them to understand and master it. This is evident from the preliminary research observations conducted by observers among seventh grade students in SMPN 2 Tambangan. The researcher went into the classroom and observed the learning process. Finally, he discovered that children, as learners, face some obstacles in learning vocabulary.There are some problems related to with vocabulary mastery, the indicators are: (1) their limited number of words, (2) their difficulty remembering the meaning of words, and (3) their lower English test scores. For example they have difficulty understanding new words because of limited vocabulary, (4) the method given by the teacher is just memorizing.

Considering the above problems, the researcher conducted further observations on students in another class to obtain more information. In this way, researchers have identified some of the factors that contribute to these problems. They are: (1) The teacher's method of teaching the material is traditional. Students just need to keep reading, repeating, and writing. Point out that teachers have different teaching skills, (2) their motivation is low, and (3) they are tired of the monotonous course "atmosphere". Through the teaching process of seventh grade students in SMPN 2 Tambangan, it was found that some problems occurred in the teaching activities. That is: (1) the teacher uses techniques that are not fully appropriate to the topic or material, situation, and conditions, and (2) the teacher relies solely on writing skills. Ask students to provide key words. Write down what the teacher thinks., write down the words that the teacher thinks, (3) Students have no more chance to understand the meaning or less challenge in finding meaning words. They can comprehend them easily without mistakes. Teacher should teach and explain them clearly to the students to make them understand.

Bender as cited by Setiawan (2010) defines direct instruction in Sylvia Rockwell (1995: 54) as a teacher-led instructional process in which students receive specific guidance on tasks, performance, teacher-led behavior, personal

behavior, and frequent feedback on their behavior Get performance. It establishes clearly defined parameters for course completion and mastery, as well as methods based on success and real-world examples and assessments. It uses a manual transmission with more control and frequency. It provides strong guidance for teachers in teaching demonstrations, introducing their current skills, and using different teaching materials or adaptations. Based on the above background, this study was be used to determine the increase in students' vocabulary through the use of fly swatter game. This study presents the case of SMPN 2 Tambangan seventh year titled "**The Implementation of flyswatter game in improving the seventh year students vocabulary at SMPN 2 Tambangan**"

B. Problem Statement

Based on the previous background, the problem statement of this research is "Does flyswatter game improve students` vocabulary the seventh year at SMPN 2 Tambangan?"

C. The objective of the Study

In the relation to the problem statement above, the researcher formulated the objective of the research as to find out whether on using this method can improve students' vocabulary of seventh year at SMPN 2 Tambangan.

D. Scope of the Study

The scope of this research focuses on the implementation of the game model flyswatter in the teaching of vocabulary. This vocabulary material nouns, verbs, using the flyswatter game for class VII SMP N 2 Tambangan for the 2022/2023 academic year.

E. Significance of the Study

The results of this study are expected to be useful:

1. For students, this game will be a good vocabulary learning experience, and will also enrich their knowledge of learning vocabulary in an easy and fun way.

2. For English teachers, who want to adopt this way of teaching vocabulary, as an alternative strategy and get new experiences in teaching vocabulary using games.

3. For researcher who are interested in this research to get information about vocabulary learning and flyswatter games for getting S1 Degree

4. For readers who are learning English, the flyswatter game is a medium to improve English vocabulary and can be used as additional material for routine exercises, such as speaking, reading, and writing.

F. **Limitation of Study**

    To avoid misinterpretation of the problem, the writer wants to limit the scope of the research. Researcher use nouns and verbs as teaching materials.

G. **Operational Definition**

    The researcher provides the following definitions in accordance with the title, "The Implementation of the Flyswatter Game in improving the Seventh Year Students Vocabulary at SMP Negeri 2 Tambangan" :

    -   Flyswatter game is one game that helps with vocabulary learning is Flyswatter. Students use Flyswatter, which is known as a "pemukul lalat" in Indonesia, to play this game in small groups. Students must predict the teacher's statement in the flyswatter game by tapping the response whiteboard. Students will receive points if they can identify the right response.

    -   Vocabulary is mastering the fundamental words used every day, such as verbs and nouns, is referred to as vocabulary. Only a student's ability to write, speak, grasp the meaning of a word, and know how to employ it in a sentence is considered mastery.

- SMPN 2 Tambangan is one of the schools located in Tambangan Pasoman, Tambangan sub-district, Mandailing Natal district. The distance from this school to the city center is around 40 km. This school is accredited B.