

**USING SCRABBLE GAME TO IMPROVE
STUDENTS' MASTERY OF ENGLISH VERB**
(A Classroom Action Research with the Fourth Grade Students of
SD Al Azhar 25 Semarang in the Academic Year of 2009/2010)

A FINAL PROJECT

Submitted in Partial Fulfillment of the Requirement
For Degree of Bachelor of Islamic Education
In English Education



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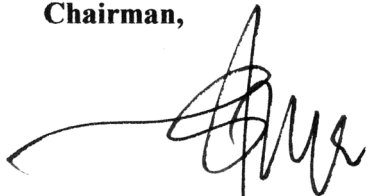
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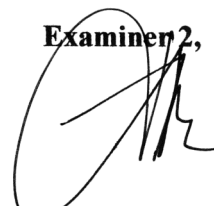
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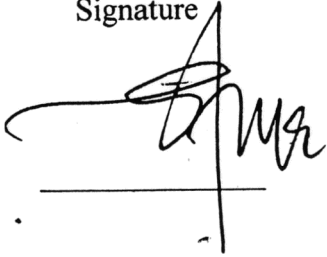
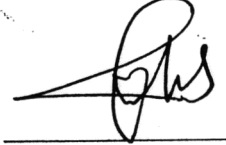
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MOTTO

”Success is a journey, not a destination.”¹

“By reading a book, it means that you have opened the world”²

“There is no perfectness in the world”³

¹ Wise words, <http://www.google.co.id/imglanding?q=wise%20word&imgurl=http://gratisia.co.cc/wp.content/uploads/2009. June, 20th 2010>.

² Gama Exacta, *Buku Cerdik UAN IPA*, (Yogyakarta: Gama Exacta, 2004), p. 78.

³ BU. Hadikusumo, *Useful Vocabs, Expression and Idiomatic Problem*, (Jakarta: Kanisius, 1984), p. 78.

DEDICATION

The final project is proudly dedicated to:

1. Allah SWT, my Greatest God.
2. My beloved parents (Slamet Zen and Siti Nur Aeni), who have much time for me and always support to get the best life. The writer just able to pray to God, Jaza kum Allah jazaan katsir". May Allah gifts reward for them.
3. My dearest brother (Afiati Nur Amali and Nur Fauzia Amran) who give me support in finishing this final project.
4. My special friend (Nur Hadi) who always motivates me to be a good person and supports me to finish this final project.
5. My lovely family, who always loves me and gives me suggestions to never give up in finishing this final project
6. My best friends in "UKM MUSIK" who always give me motivation to do this final project.
7. All of my friends who might not be mentioned individually here.

A Thesis Statement

I certify this thesis is definitely my own work. I am completely responsible for content of this thesis. Other writer's opinion or findings included in the thesis are quoted or cited in accordance with ethical standards.

Semarang, July, 1st 2010

The Writer,

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ABSTRACT

Umiyatul Arifah (Student Number: 3105254). *Using Scrabble Game to Improve Students' Mastery of English Verb (A Classroom Action Research with the Fourth Grade Students of SD Al Azhar 25 Semarang in the Academic*

Year of 2009/2010). Thesis, Semarang: Bachelor Program of English Language Education of Walisongo State Institute for Islamic Studies, 2010.

Keywords: Scrabble Game, to Improve Students' Mastery, of English Verb.

The background of study in this research is based on vocabulary is the one of important thing for students because it is used in daily activity. One of the part of English vocabulary that important to study is studying verb.

In teaching vocabulary, teachers play a more important role. They are demanded to choose the appropriate ones to make class fresh and interest for students. Teachers can use media, for the example is by using game. The teachers' creativity in teaching vocabulary by using game will increase the probability that students learn more and the knowledge will retain well. One of game to teach vocabulary is by using scrabble game. Through scrabble game, students can enrich their vocabulary and study how to spell the word of English.

The objectives of the study are (1) to describe the implementations of teaching verb by using scrabble game and (2) to find out the improvement of students' mastery of English verbs after being taught scrabble game. The study was conducted with the fourth grades students of SD Al Azhar 25 Semarang in the academic year of 2009/2010. The objects of this study were the students at class IVA of SD Al Azhar 25 Semarang.

The method of this study is classroom action research. In conducting the study, the researcher collected the data through documentation, observation and test. The process of this research was conducted in three stages, including, pre cycle, cycle 1, and cycle 2. The planning of cycle 1 was planned after conducting pre cycle. Cycle 2 was conducted based on the reflection results of cycle 1. The data were analyzed by using quantitative descriptive. The researcher used observation checklist to find out the descriptive data from students' participation and used test in pre cycle, first cycle and second cycle to get quantitative data.

The result of analysis data showed that there was a significant difference of the students' achievement in every cycle was increasing. Using scrabble game to improve students' mastery of English verb with the fourth grade of SD Al Azhar 25 Semarang is effective. The average of the tests score increased from 60 in pre cycle to 70 in the first cycle, and 81.724138 or 82% in the second cycle.

ACKNOWLEDGMENT

First and foremost the writer would like to express her highest gratitude to Allah SWT for the blessing and inspiration given to the writer during the writing of the final project. Never forget to say shalawat and greeting for the prophet of Muhammad. May he will give us his helping in here after. Amen.

The writer has awareness of her mistakes in arranging this final project. And she knows that there are many people who help her and giving motivation to finish this final project. For these, the writer says thank very much to many people such as:

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4. Nadhifah , S. Th. I as the guardian lecturer who gives me suggestions since I study in this faculty.
5. All of lecturers in Tarbiyah Faculty who have been leading and guiding her patiently during the years of her study.
6. Her beloved parents (Slamet Zen and Siti Nur Aini) who have supported her financely and spiritually.
7. My brother (Afiati Nur Amali and Nur Fauzia Amron) who give me support in
8. All of her friends in English faculty for their support during her study, and all person who might not be mentioned individually here.

Because of their helping in the writer's life, the writer hopes may Allah gifts them all of goodness in their life.

After doing process very long, the writer says alhamdulillah because she has finished her study and the final project, although there are many mistakes from this final project. For these, some suggestions, advice, and guidance always she hopes it to get the perfect written for next writer. The writer hopes, may this final project will be useful in education and specialist of education in the feature, and it will be useful for us. Amen.

Semarang, July, 1st 2010

The writer

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