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)

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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

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.

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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.
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

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

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Semarang, July, 1st 2010

The writer

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