

**THE USE OF TEXT TWIST GAME IMPLEMENTED
THROUGH COOPERATIVE LEARNING TO IMPROVE
STUDENTS' NOUN VOCABULARY POWER
(A Classroom Action Research at the Seven Grade of MTs Negeri
Model Babakan Lebaksiu Tegal in Academic Year of 2015/2016)**

THESIS

Submitted in Partial Fulfillment of the Requirement for Gaining
the Degree of Bachelor in English Language Education



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2016**

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Assalamu'alaikum Wr. Wb.

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ABSTRACT

Title : *The Use of Text Twist Game Implemented through Cooperative Learning to Improve Students' Noun Vocabulary Power (A Classroom Action Research at the Seven Grade of MTs Negeri Model Babakan Lebaksiu Tegal in Academic Year of 2015/2016)*

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This research is about the use of Text Twist game implemented through Cooperative Learning as a technique to help and to improve students' noun vocabulary power. This research was done due to some reasons. First, mastery of vocabulary is not an easy thing for students, because they have limited ability in learning and memorizing the vocabulary. Second, the teacher was frustrated to find appropriate methods to teach language, especially in noun vocabulary. Third, some students are introvert in classroom, so that he/she didn't respond the teacher's question.

This research is aimed at responding the questions: how is the implementation of text twist game through cooperative learning to improve students' mastery of English noun, and how is the improvement of students' mastery of English noun after students are taught using text twist game.

The objectives of the study are, (1) to describe the implementation of text twist game through cooperative learning to improve students' mastery of English noun, and (2) to find out the improvement of students' mastery of English noun after taught using text-twist game. Those problems were analyzed through a classroom action research at the seven grade of MTs Negeri Model Babakan Lebaksiu Tegal in academic year of 2015/2016.

Text Twist game is a computerized word games whose goal is to make a word as many as possible made from the letters of that word. The researcher decided to implement Text Twist game through cooperative learning in order to make the classrooms more organized so that students work together to maximize their own and each other's learning.

There are three instruments used to collect the data. The first is observation check-list, the second is documentation, and the last is test. All data were analyzed using percentage descriptive quantitative which used some formula to find the interval grade of students, and finding the classical average.

The result of the study showed that there was improvement of students' ability in noun vocabulary after being taught using text-twist game. It could be seen from the result of the test and observation from the pre cycle to second cycle. The students' participant in the whole teaching learning process got improvement in every cycle. The average of tests score increased from 58.93 in pre cycle to 65.73 in the first cycle, and 76.86 in the second cycle. Finally the result of this study showed that the implementation of Text Twist game through cooperative learning technique can maximize the students' noun vocabulary power.

MOTTO

فَإِذَا قُضِيَتِ الصَّلَاةُ فَانْتَشِرُوا فِي الْأَرْضِ وَابْتَغُوا مِنْ فَضْلِ اللَّهِ
وَاذْكُرُوا اللَّهَ كَثِيرًا لَعَلَّكُمْ تُفْلِحُونَ ﴿١٠﴾

*“And when the prayer has been concluded, disperse within the land
and seek from the bounty of Allah, and remember Allah often that you
may succeed.”*

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Bismillahirrahmanirrahim,

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Shalawat and Salam always dedicated to our beloved prophet Muhammad SAW who had brought us from the darkness to the brightness.

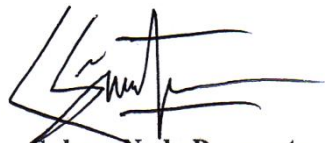
I realize that I cannot complete this final project without the help of others. Many people have helped me during the writing this final project and it would be impossible to mention all of them. Therefore, I would like to extend my appreciation to:

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Finally, I realize that this thesis is still far from being perfect. Therefore, I will happily accept constructive criticism in order to make it better. I hope that this thesis would be beneficial to everyone. I expect that this thesis may be helpful for all. Amin

Semarang, December 23rd, 2015
The Researcher



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