

**THE EFFECTIVENESS OF TOUCH AND GO GAME IN
TEACHING VOCABULARY
(An Experimental Research with Seventh Grade Students of SMP
Askhabul Kahfi Semarang in the Academic Year of 2012/2013)**

THESIS

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



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(An Experimental Research with Seventh Grade Students of SMP
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Walisongo State Institute for Islamic Studies and can be received as one of any requirement
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ABSTRACT

Title : The Effectiveness of Touch and Go Game in Teaching Vocabulary (An Experimental Research with Seventh Grade Students of SMP Askhabul Kahfi Semarang in the Academic Year of 2012/2013)

Researcher : Renny Nawayanti

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The objective of this study is to prove the effectiveness of using Touch and Go game to facilitate students' understanding on vocabulary at seventh grade students of SMP Askhabul Kahfi Semarang.

The method of the research is experimental study. The data were obtained by giving test to the experimental class and control class after giving different learning to both classes.

The number of the subject is fifty seven. They are VIIA as control class (the students who were taught without using Touch and Go game) and VIIB as experimental class (the students who were taught using Touch and Go game).

The instruments used to collect the data were documentation and test. The documentation was used to look for the data concerning matters, such as to get the data of students' name list and lesson plan. Test was used to know students' competence before and after the experiment run. There are two kinds of test. They are pre test and post test. Before items of the test were given to the students, the researcher gave try-out test to analyze validity, reliability, difficulty level, and the discriminating power of each item.

After the data were collected, the researcher analyzed it. The first analysis are normality and homogeneity of pre-test. It is used to know whether two groups are normal distribution and have same

variant. Another is used to prove the truth of hypothesis that has been formulated.

The result of this research showed that the mean of the post test score of the control class (the students who were taught without using Touch and Go game) was 70,34 and the mean of post test score of the experimental class (the students who were taught using Touch and Go game) was 75,00. It showed the mean of experimental class is higher than control class ($75,00 > 70,34$). On the other hand, the test of hypothesis using t-test formula with standard of significant 5%, shows the value of the t-test is higher than t-table ($2,252 > 1,67$). It can be conclude that using Touch and Go game was effective to teach vocabulary.

Based on the result of the study, the researcher can conclude that using Touch and Go game is recommended for the English teacher to attract the students interest and to improve their understanding on vocabulary.

MOTTO

The formulas of a success are a hardwork and never give up.

DEDICATION

This thesis is dedicated to :

- ❖ My beloved parents (Asnawi and Tunjikhah), thank you very much for everything you have given to me.
- ❖ My beloved grandfather and grandmother
- ❖ My beloved sister (Teta Resti Anggraeni).
- ❖ My beloved fiance (Ari Rudianto)
- ❖ All my special classmates of TBI 2009.
- ❖ All inspiring people around me.

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All praises be to Allah SWT, who was given us the mercy and blessing in life until this thesis entitled “*The Effectiveness of Touch and Go Game in Teaching Vocabulary (An Experimental Research with Seventh Grade Students of SMP Askhabul Kahfi Semarangin the Academic Year of 2012/2013)*” can be completely finished as requirement for the Degree of Bachelor of Education in English Language Education.

The researcher realizes that she cannot complete this thesis without support, cooperation, help, and encouragement from a lot of people. Therefore, in this occasion, the researcher would like to give his sincere thanks to all of them, especially to

1. Dr. H. Suja’i, M.Ag., as the dean of Education and Teacher Training Faculty.
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3. Muhammad Nafi Annury, M. Pd., as researcher’s advisor. I am so grateful for his suggestion, advice, motivation, and guidance during conducting this thesis. May Allah rewards the best in his life.
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5. All of my family members who always give me their loves, prayer, support and contribution, so I could finish conducting this thesis.
6. All of my classmates in TBI A and TBI B 2009.
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The researcher realizes that this thesis is still far from perfection, so that she expects to constructive suggestion and criticism from all side for the beneficence of this thesis project.

Finally, the researcher expects that this thesis would be useful for further study.

Semarang, 27 November 2013

The writer,

Renny Nawayanti

Student Number : 093411048

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