

**TEACHING ENGLISH CONCRETE NOUNS
USING Pictionary GAME**
(An Experimental Study With the Fourth Graders of SDN 01 Donowangun
Talun Pekalongan in the Academic Year of 2010/2011)

THESIS

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



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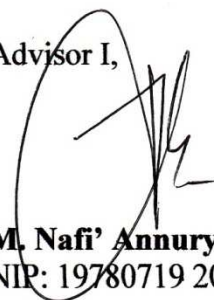
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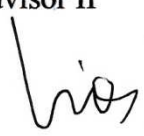
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ABSTRACT

Siti Fadhilah(63411008), *“Teaching English Concrete Nouns Using Pictionary Game (An Experimental Study With the Fourth Graders of SDN 01 Donowangun Talun Pekalongan in the Academic Year of 2010/2011)”*. Thesis, Semarang: Bachelor Program of English Language Education of State Institute for Islamic Studies Walisongo Semarang, 2011.

Key words: Teaching, Concrete nouns, Pictionary game, and experimental.

This thesis discusses the effectiveness of teaching English concrete noun using Pictionary game to the fourth graders of elementary school. The background of the study in this research is based on the phenomena that students in SDN 01 Donowangun Pekalongan usually get bored to learn vocabulary especially on concrete nouns. So the teacher should device a good exercise or a way of teaching English concrete nouns. Learning vocabulary at Elementary School can be done through many ways, so the researcher teaches vocabulary using Pictionary game. This game may become an alternative way to teach English nouns for beginning level. It is more emphasizing on active learning and language teaching, because it makes students more active.

The problems of this research can be stated as follows: “Is using Pictionary game effective to facilitate students’ learning of English concrete nouns in the fourth graders of SDN 01 Donowangun?”

The purpose is: To know whether or not using Pictionary game is effective to improve students’ English concrete nouns in the fourth graders of SD Negeri 01 Donowangun Talun Pekalongan.

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

The number of the subjects is twenty in each class. They are IV A is as experimental class (the students who are taught using Pictionary game), and IV A control class (the students who are not taught using Pictionary game).

The instruments used to collect the data were: documentation and test. The documentation was used to get the data of students’ name list that become respondents, syllabus 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.

The result of the research: The use of Pictionary game as technique in teaching concrete nouns was effective. There was a significance difference in the achievement between students in class IV A (experimental class) and students in class IV B (control class). It is showed of the mean of experimental class is higher than control class ($80.70 > 73.35$). On the other hand, the test of hypothesis using t-test formula shows the value of the t-test is higher than the value of the t-table. The value is ($3.141 > 1.68$). The hypothesis is accepted.

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