

Tipe Koleksi: UHAMKA - Skripsi FKIP Jurusan Bahasa Inggris

Building Students' Vocabulary through Puzzle Games for 6th Grade Students of SMPN 4 Kragilan Serang – Banten In 2010/2011 Academic Year

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Abstrak

The objective of this research is to find out the effectiveness of teaching vocabulary through puzzle games for seventh grade students of SMPN 4 Kragilan Serang – Banten. The writer used an experimental method. The population of this research was the students of SMPN 4 Kragilan Serang – Banten. The samples were taken from two classes of seventh grade. The writer took 21 students for the samples in each class. The data that the writer got from the research were using the t-test formula.

The finding of this research shows that there is a significant effectiveness on the students' achievement in vocabulary by using puzzle games in teaching and learning process. The result tobserved = 4.69 and ttable = 1.68. Because $t_o > t_t$, it means that teaching vocabulary through picture is effective.

The research finding is expected to be useful for the students to help them to improve their vocabulary. In addition, it gives information to the teachers to know the models technique in order to make the teaching and learning activities better and more effective.