**THE IMPLEMENTATION OF SNAKES AND LADDERS GAME**

**TO IMPROVE STUDENTS’ VOCABULARIES AT THE SECOND YEAR OF SDN 1 KENITEN PONOROGO IN LESSON YEAR 2011 / 2012**

**THESIS**

**Submitted in Faculty of Teacher Training and Education**

**In Partial Fulfillment of Completing the Sarjana Degree**

**In the English Education**

****

**By:**

**PUPUT NUPITASARI**

**NIM: 08331296**

**ENGLISH DEPARTMENT**

**FACULTY OF TEACHER TRAINING AND EDUCATION**

**MUHAMMADIYAH UNIVERSITY OF PONOROGO**

**AGREEMENT PAGE**

This is to certify that the Sarjana thesis of **PUPUT NUPITASARI**

Has been approved by the thesis advisors for further approval by the examining committee.

Ponorogo, 03 September 2012

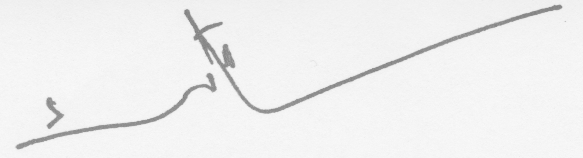
Advisor I

**NIKEN RETI INDRIASTUTI, S.S**

**NIS. 044 0471**

Ponorogo, 03 September 2012

Advisor II



**ANA MAGHFIROH, M.Pd.**

**NIS.044 0521**

**APPROVAL PAGE**

This is to certify that the Sarjana thesis of **PUPUT NUPITASARI**

Has been approved by examining committee as requirement for the Sarjana Degree in the Teaching of English as a Foreign Language.

Ponorogo, 06 October 2012

Examiners I

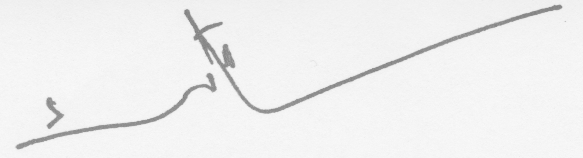
**BAMBANG HARMANTO, M.Pd**

**NIS. 044 026**

Examiners II

**NIKEN RETI INDRIASTUTI , S.S**

**NIS. 044 0471**

Examiners III

**ANA MAGHFIROH, M.Pd.**

**NIS.044 0521**

|  |  |
| --- | --- |
| Approved by dean  Faculty of teacher training and education  **BAMBANG HARMANTO, M.Pd**  **NIS. 044 026** | Ponorogo, 06 October 2012  Head English Department  **NIKEN RETI INDRIASTUTI , S.S**  **NIS. 044 0471** |

**ACKNOWLEDGMENT**

*Bismillahirrahmanirahiim,*

First of all, I don’t ever forget to say Alhamdulillihirobbil’alamin to the Almighty ALLAH SWT for His Mercies and Blessing that have made the researcher complete this thesis. May peace and salutation always be given to our prophet Muhammad SAW, so by his guidance we are able to differentiate the right way and the wrong one.

In this thesis the researcher wants to say thank very much to several person, who always give the researcher helps, support, motivation, and inspiration. Therefore, the researcher would like to express her acknowledge to them all, they are:

1. Niken Reti Indriastuti, S.S. Head of English Department of Teacher Training and Education Faculty, Muhammadiyah University of Ponorogo and also as the first advisor who always gives motivation and inspiration.
2. Ana Maghfiroh, M.Pd as the second advisor who always guides and supports the researcher patiently.
3. Dra. Any Trisnowati as the Headmaster of SDN 1 Keniten for giving permission to do action research.
4. Kuslan, S.Pd as the teacher of second year at SDN 1 Keniten.
5. My beloved parent, thanks for your pray and support.
6. My beloved grandfather and grandmother, thanks for your support.
7. My beloved young sister, you are my motivation.
8. All of my friends who always give pray and spirit to finish this thesis.

**ABSTRACT**

**NUPITASARI, PUPUT. 2012** *The Implementation of Snakes and Ladders Game to Improve Students’ Vocabularies at the Second Year of SDN 1 Keniten Ponorogo in Lesson Year 2011 / 2012 Thesis.* English Departement. Teacher Training and Education Faculty. Muhammadiyah University of Ponorogo. Advisors: (1) Niken Reti Indriastuti, S.S (2) Ana Maghfiroh, M.Pd.

**Key word : Snakes and Ladders Game and Vocabularies.**

Vocabulary is component to improve students’ knowledge. Many students in the beginning level have shown that a good reader is who have sufficient vocabulary. In order to understand a text, to speak, to write and to listen they need to know the meaning of individual word. Teacher as the important component in learning should understand how to conduct learning English especially to improve vocabularies. Teacher should apply an interesting method in order to improve students’ vocabularies. One appropriate method that could be applied is Snakes and Ladders Game. This method is very helpful to improve students’ vocabularies especially to students of Elementary School. The statement of problem is: How is the result of the implementation of snakes and ladders game improve student vocabularies at the second Year of SDN 1 Keniten Ponorogo in lesson year 2011 / 2012”.

The purpose of study is to know whether snakes and ladder game improve students’ vocabularies at the second year of SDN 1 Keniten Ponorogo in lesson year 2011/2012.

The researcher chooses the second year of SDN 1 Keniten Ponorogo as the research subject which total amount 32 students. The researcher used Classroom Action Research as research design which consisted of collecting the data, the researcher uses test, observation, questionnaire, and documentation in two cycle. Every cycle consisted of planning, acting, observing and reflecting.

From the result of data observation teacher made the class interesting and the students always paid attention to the teacher. The students could study English easily and they could memorize many vocabularies and know the meaning of words, they were also brave and active during the class. By seeing the test the students’ vocabularies increases. The highest score in cycle I is 90 and the lowest is 60. In the cycle II the highest students’ reading score is 100 and the lowest is 70. It means that the implementation of snakes and ladders game to improve students’ vocabularies is success. From the questionnaire, the researcher found that snakes and ladders game is appropriate to be applied to improve students’ vocabularies. It can make them easier to understand and memorize the meaning of words in English especially to increases students’ vocabularies.

Finally, the researcher suggests the other teacher to applied Snakes and Ladders Game in teaching learning process for their students especially to the beginning level, because the snakes and ladders game improved students’ vocabularies and more enjoyed in teaching vocabularies. So, the students could got more information and knowledge from the researcher’s explanation. To the next researcher to conduct the similar research more perfectly and maximally.

The researcher also hopes this research result could be used as information or reference to conduct a further research.

**MOTTO**

**Life is a challenge, then face it. Life is a song, then sing it. Life is a dream so be aware. Life is a game, then play it. Life is a love, then enjoy it.**

**If you’re not able to be a pencil to write the happiness of someone, then, be eraser to remove sorrow.**

**Sincerity of Heart and Firmness of attitude will make you better prepared and courageous in solving every problem.**

**DEDICATION**

I present this thesis to the people whom I do love. They are:

1. My beloved parents: SUGENG and MASRI

Thanks for your pray, suggestion and motivation during I do this thesis.

1. My beloved Grandfather and Grandmother : BIKUN and SIBAH

Thanks for your support.

1. My beloved young sister : NILA MELINASARI

You are really my motivator.

1. My Family at the SDN 1 Keniten and SDN 2 Babadan.

Thanks for your inspiration and experience while I learn together.

1. All my friends

Bagus Ikhsanul Lukman, Rasya Umami, Riska Rahmadini, Yerina Andrianti, Tri Agung Mahendra, my classmate A, and also all of my friends in PIK Mahasiswa Fajar melati Universitas Muhammadiyah Ponorogo, Kwartir Cabang Ponorogo, and BEM FKIP Universitas Muhammadiyah Ponorogo . You are the sweetest friends. Thanks for your support, spirit, motivation and pray.

**TABLE OF CONTENT**

**AGREEMENT PAGE**………………………………………………….. i

**APPROVAL PAGE**…………………………………………………….. ii

**ACKNOWLEDGEMENT**……………………………………………… iii

**ABSTRACT**…………………………………………………………….. iv

**MOTTO**………………………………………………………………… v

**DEDICATION**…………………………………………………………. vi

**TABLE OF CONTENT**……………………………………………….. vii

**CHAPTER I INTRODUCTION**

* 1. Background of Study………………………………. 1
  2. Statement of Problem……………………………… 4
  3. Purpose of Study…………………………………… 5
  4. Scope and Limitation………………………………. 5
  5. Significance of Study……………………………… 5
  6. Definition of Key term……………………………. 6

**CHAPTER II REVIEW OF RELETED LITERATURE**

2.1 Definition of Vocabulary………………………… 7

2.1.1 Kind of Vocabulary …………………….. 8

2.2 Teaching and Learning Language ……………….. 8

2.3 Component of Teaching….………………………. 9

2.4 Teaching vocabularies……………..………………. 12

2.5 Teaching Vocabulary to children …………………. 14

2.6 Principle for Teaching Vocabulary ………………. 14

2.7 Active Learning …………………………………… 15

2.8 Game ……………………………………………… 17

2.8.1 Definition of Game ……………………… 17

2.8.2 Advantage of Game …………………….. 17

2.9 Snakes and Ladders game ………………………… 18

2.9.1 Definition ………………………………. 18

2.9.1 Technique of Snakes and Ladders Game 20

**CHAPTER III RESEARCH METHOD**

3.1 Research Design……………………………………... 21

3.2 Setting and Subject

3.2.1 Setting Place and Time…………………… 25

3.2.2 Subject……………………………………. 25

3.3 Research Procedure

3.3.1 Preliminary Study……………………….. 25

3.4 Research Instrument ……………………………… 27

3.4.1 Definition ………………………………. 27

3.4.2 Acting ………………………………….. 28

3.4.3 Observing ……………………………… 29

3.4.4 Reflecting ……………………………… 30

3.4.5 Data Analysis Technique ………………. 30

3.4.5.1 Data Classification ……….. 30

3.4.5.1 Data Presentation ………… 30

**CHAPTER IV FINDING AND DISCUSSION**

4.1 The Classroom Action Research…………………… 33

4.1.1 Cycle I…………..……………………….. 33

4.1.2 Cycle II………………………………….. 39

4.2 Discussion…………………………………………. 45

**CHAPTER V CONCLUSION AND SUGGESTION**

5.1 Conclusion………………………………………… 48

5.2 Suggestion………………………………………… 49

**BIBLIOGRAPHY**

**APPENDIXES**

**List of Appendixes**

1. The sketch of SDN 1 Keniten Ponorogo
2. List of the teacher and staff of SDN 1 Keniten Ponorogo
3. Lesson plan
4. Students presence list
5. Picture the board game of snakes and Ladders
6. Students worksheet I and worksheet II
7. Questionnaire
8. The result of Questionnaire
9. Observation checklist I and II
10. The result of Observation checklist I and II
11. Photo of the result of CAR (Classroom Action Research)
12. The small paper of the table of vocabularies

*Appendixes 11*

Photo of the result of CAR (Classroom Action Research)























