TEACHING VOCABULARY BY USING GAMES TO THE FOURTH GRADE STUDENTS OF SDN TEGALSARI 60 SURAKARTA

FINAL PROJECT REPORT

Submitted as a Partial Requirement in Obtaining Degree in the English Diploma Program, Faculty of Cultural Sciences Sebelas Maret University

By:
Hefi Suci Septiani
C9312033

ENGLISH DIPLOMA PROGRAM
FACULTY OF CULTURAL SCIENCES
SEBELAS MARET UNIVERSITY
SURAKARTA
2016
APPROVAL OF CONSULTANT

Approved to be examined before the Board of Examiners,

English Diploma Program, Faculty of Cultural Sciences

Sebelas Maret University

Title: TEACHING VOCABULARY BY USING GAMES TO THE FOURTH GRADE STUDENTS OF SDN TEGALSARI 60 SURAKARTA

Name: Hefi Suci Septiani

NIM: C9312033

Supervisor

Dra. Nani Sukarni, M.S.
Supervisor

NIP: 19510321198103 2 002
APPROVAL OF THE BOARD OF EXAMINERS
Accepted and Approved by the Board of Examiners,
English Diploma Program, Faculty of Cultural Sciences
Sebelas Maret University

Report Title : TEACHING VOCABULARY BY USING GAMES TO
THE FOURTH GRADE STUDENTS OF SDN
TEGALSARI 60 SURAKARTA

Student's name : Hefi Suci Septiani
NIM : C9312033
Examination Date : April 27, 2016

The Board of Examiners:

Yusuf Kurniawan, S.S., M.A
Chairpersons

M. Taufiq Al Makman, S.S., M.A
Secretary

Dra Nani Sukarni, M.S.
Main Examiner

Faculty of Cultural Science
Sebelas Maret University

Dean,

Riyadi Santosa, M.Ed., Ph.D
NIP. 196003281986011001
MOTTO

A pessimist sees the difficulty in every opportunity, an optimist sees the opportunity in every difficulty

Sir Winston Churchill
DEDICATION

This Final Project is dedicated for:

- God
- My beloved parents
- My beloved little brother
PREFACE

Firstly, the writer would like to thank Allah SWT for blessing and giving guidance during my job training and in finishing this report.

This report was written based on the observation and activities during the job training. The research is focusing on teaching vocabulary using games as the title of the final project.

Based on the writer’s observation during the job training, the final project explains about “Teaching Vocabulary by Using Games to the Fourth Grade Students of SDN Tegalsari 60 Surakarta”. It also explains how the games activities were done, the problems of the students and the solutions to solve the problems.

Finally, the writer would like to thank those who have given a lot of assistances from the beginning until the completion of this final project. Therefore, to improve this final project will be better, the writer also needs suggestions especially from the readers. The writer hopes this report will give beneficial information for the readers.

Surakarta, April 2016

HefiSuciSeptiani
ACKNOWLEDGEMENT

Alhamdulillah Hirobbil’ Alamin….

Firstly, I would like to thank Allah SWT for blessing and giving guidance to finish this final project. Secondly, I am also grateful to:

1. Prof. Riyadi Santosa, M.Ed, Ph.D, the Dean of the Faculty of Cultural Sciences, SebelasMaret University.
2. Agus Dwi Priyanto, S.S., M.CALL, the Head of English Diploma Program, thanks for the highest dedication to English Diploma Students.
3. Dra. Diah Kristiana, M.A., Ph.D, my Academic Consultant, thank you for your support during my study.
4. Dra. Nani Sukarni, M.S. my Academic Supervisor, thank you for advising and helping me to write this final project.
5. Mr. Sarwanta S. Pd., the Head Master of SDN Tegalsari No. 60 Surakarta, for giving permission and opportunity to do on the job training in SDN Tegalsari No. 60 Surakarta.
6. Mrs. Indri and Mrs. Nur Hayati W S. Pd., the English Teacher of SDN Tegalsari No. 60 Surakarta and the mentor who guided me during the job training.
7. All the teachers, Staffs, and the students of SDN Tegalsari No. 60 Surakarta.
8. All lecturers and staffs of English Diploma Program.
9. My beloved parents and my little brother, thank you for your supports, affection, patience and guidance, really love them so much..!!!

10. My best friend, Reza Dyah Kumala, thanks for always being my best friend until now, and thanks for always accompany me in any condition.

11. All of my friends, especially class B, Leni, Krisda, Rahma, Henrikha, Etik, etc. Thank you for being my friend until now and forever.

Surakarta, April 2016

Hefi Suci Septiani
ABSTRACT


This final project was written based on the job training in SDN Tegalsari 60 Surakarta. The aims of this final project was to describe the process of teaching vocabulary by using games to the fourth grade in SDN Tegalsari 60 Surakarta, and to describe the problem faced by the students during the learning process and the solutions to solve the problems.

The data were collected during the teaching process to the fourth grade of SDN Tegalsari 60 Surakarta. During the job training, I taught the 1st grade until 6th grade. However, I only focused on the fourth grade and taught the vocabulary using games. The teaching process started from introducing the material, explaining the material, and teaching by using games.

During the teaching learning process, there were three problems. They were the condition of the students during teaching and learning process, the students had difficulties in remembering and writing the words, and the class has limited stationeries. I also gave the solutions to solve the problems, it made the students feel relaxed, enjoy, happy and easy to remember the vocabulary.
## TABLE OF CONTENTS

**TITLE**

APPROVAL OF CONSULTANT ................................................................. i
APPROVAL OF THE BOARD OF EXAMINERS ........................................... ii
MOTTO ................................................................................................. iii
DEDICATION ......................................................................................... iv
PREFACE ............................................................................................. v
ACKNOWLEDGEMENT ......................................................................... vi
ABSTRACT ............................................................................................ vii

**TABLE OF CONTENTS** ....................................................................... ix

**CHAPTER I : INTRODUCTION** ......................................................... 1

A. Background ...................................................................................... 1
B. Objectives ......................................................................................... 3
C. Benefits ............................................................................................. 3-4

**CHAPTER II : LITERATURE REVIEW** .............................................. 5

A. Teaching ............................................................................................ 5
B. Learning .............................................................................................. 6
C. Young Learners ................................................................................ 7
D. Teaching English to Young Learners ................................................. 9
E. Vocabulary .......................................................................................... 11
F. Teaching Vocabulary By Games ....................................................... 13
G. General Description of SDN Tegalsari No.60 Surakarta .................. 14
   G.1 Vision and Mission ................................................................. 14
   G.2 Organization Structures ......................................................... 15

**CHAPTER III : DISCUSSION** ............................................................ 16
A. Job Training Activities ................................................................. 16
   A.1. Class Observation ................................................................. 16
   A.2. Making Lesson Plan .............................................................. 16

B. The Process of Teaching Vocabulary By Using Games To
   The Fourth Grade Students of SDN TegealsariNo. 60 Surakarta ....... 17
   B.1 Greeting ............................................................................... 17
   B.2 Warming Up ......................................................................... 18
   B.3 Presentation .......................................................................... 19
   B.4 Practicing .............................................................................. 21
       • Make a group and listen it .................................................... 21
   B.5 Closing ................................................................................. 26

C. The Problems and Solutions of Teaching Vocabulary By
   Using Games To The Fourth Grade Students of SDN
   TegalsarNo. 60 Surakarta .............................................................. 26
   C.1 The Problems of Teaching Vocabulary By Using
       Games .................................................................................... 26
   C.2 The Solutions of Teaching Vocabulary By Using
       Games .................................................................................... 28

CHAPTER IV : CONCLUSION AND SUGGESTION ................................. 29
   A. Conclusion ............................................................................ 29
   B. Suggestion ............................................................................ 31

BIBLIOGRAPHY

APPENDICES