

## ABSTRACT

Chasanah, Uswatun. 2013. *Developing English Material in Vocabulary by Using CALL at 4<sup>th</sup> Grade of MI AL-Husnah Manyar Gresik*. The Sarjanas' Thesis. English Department, Faculty of Teacher Training and Education, Muhammadiyah University of Gresik. 2013. Advisors (1) Dr. Khoirul Anwar, M.Pd (2) Candra Hadi Asmara, S.Pd, M.Pd.

Key words: Developing Material, Vocabulary, CALL

English is important thing to be learned . Learning English is difficult if the students do not study from the child. The introduction of English at the primary level is a strategic decision that needs to be supported by all parties. English at the first time can be learned by understanding the vocabulary . Studying English vocabulary is not easy, it needs so many strategic to teach the vocabulary. The strategic can be taught by using games, as like; Simon says, Word puzzle, snakes and ladders, etc. This study was conducted based on the Secondary study in MI Al-Husnah Manyar Gresik which showed that the students had difficulty in vocabulary lesson. In fact, the student's daily and final score was low. The students got difficulties to study vocabularies and also difficult to understand the meaning. They felt bored and crowded when studying English lesson.

The researcher tried to develop the material in vocabulary by using CALL . The design of the study was Research and Development (R & D) Design. Research and Development (R&D) is systematic activity combining both basic and applied research, and aimed at discovering solutions to problems or creating new goods and knowledge. There were some steps to develop the English material in Vocabulary by using CALL, they were need analysis, design of the material, development of the material, expert validation, development of validation, try out of material, revision of material, final product.

In need analysis was divided into two parts, target need and learning need. The researcher asked the syllabus of the fourth grade in second semester to the teacher and also the hand book of the teacher "one stop English" before develop the English material. Then, the researcher tried to design the vocabulary material. After that, the researcher develop the material by using CALL that consisted of some software (ulead video, game maker, hot potatoes, and longtion auto run pro). There were three parts in the product, they were; topics, games, and magic questions. The researcher called this product with "magic words". There were five topics (foods and drinks, clothes and color, at the class, kinds of animals, and parts of body). There were three kinds of games (snake and ladder, crossword puzzle, and matching game). There were also three parts of magic questions, they were easy magic question, medium magic question, and difficult magic question. Then, the product would be validate by the experts. There were two experts who validated the product. It was done to make the product completely. There were five aspects to validate the product, they were attractiveness, requirements, mechanics, content, and originality. The researcher might develop more the product based on the suggestion from the experts. The researcher also tried the product out to the students of

fourth grade at MI Al-Husnah Manyar Gresik to know the product could be applied to the students or not. Finally, the researcher might revise again the product to make the product completely and become a good final product.