

**THE USE OF CIRCLE GAME AS A STRATEGY TO
IMPROVE STUDENTS' VOCABULARY AT ELEMENTARY
SCHOOL OF AL-ISHLAH PEDURUNGAN**

THESIS



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THESIS

Presented to
University of Muhammadiyah Gresik
In partial fulfillment of the requirements
For the degree of Sarjana in English Language Education

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APPROVAL SHEET

This is to certify that the *Sarjana*'s thesis of *Oshintaning Puspita Sari* has been approved by the thesis advisors for further approval by Board of Examiners.

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MOTTO AND DEDICATION

MOTTO:

Jadilah seperti karang di lautan yang kuat dihantam ombak dan kerjakanlah hal yang bermanfaat untuk diri sendiri dan orang lain, karena hidup hanyalah sekali. Ingat hanya pada Allah apapun dan di manapun kita berada kepada Dia-lah tempat meminta dan memohon.

(Writer)

This Thesis is dedicated to:

My Beloved Parents

My sister

All lecturers

The Collegian at English Department University of Muhammadiyah Gresik

(Especially the 2008 academic year of morning class)

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The writer is conscious that nothing is perfect and neither is this thesis. Finally, the writer hopes this thesis can be useful for the reader.

The Writer

ABSTRACT

Sari, Oshinta Ning Puspita. 2012. *The Use of Circle Game as A Strategy to Improve Students' Vocabulary at Elementary School of Al-Ishlah Pedurungan*. The Sarjana's Thesis, English Education Department, Faculty of Teacher Training and Education, University of Muhammadiyah Gresik.

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Key Words: Vocabulary, Circle Game

This study was conducted based on the consideration of the problems that the students had in learning English vocabulary at MI Al-Ishlah Pedurungan. The researcher found that students' vocabulary was low. Based on the preliminary study, the fact that the average score that the students got from the pre-test was only 55 and the average score showed that 60,7 students could not understand the lesson. Whereas, the standard of the school that the students must understand the lesson with the minimal score was 70. It means that, the students could not achieve the minimum standard of the school target. It was also found that the students still got difficult to focus on the lesson.

Based on the problems that the researcher faced in the classroom, this study was focused to solve the problem related to how the students can focus on the lesson and enjoy the learning well in order they can improve their vocabulary. This study proposed the strategy "circle game" to improve the students' vocabulary. The research problem here is, "How does the circle game improve the students' vocabulary in Elementary School of Al-Ishlah Pedurungan?"

The design of this study was classroom action research. During implementing circle game in the classroom, the researcher was accompanied by a teacher partner to observe the class. This research was conducted in one cycle was divided into four steps; planning, acting, observing, and reflecting. The reflection based on the findings during the observation and compared with both of criteria of success including; (1) all students can pass the test well, with the minimal score was 70, and (2) the classroom atmosphere in teaching learning process was better than before the action research was implemented.

The research findings showed that circle game was effective strategy to teach vocabulary at MI Al-Ishlah Pedurungan. It was shown on the students' score of post-test. The students' average result in pre-test was 60,7, it showed that only three students could past the test well. The scores improved in post-test. The students' average result in post-test was 89,4, it showed that all students could past the test well. The improvement was also shown in the class atmosphere when the researcher implemented her strategy.

Based on the research findings, two suggestions are provided. The first, the English teachers are recommended that circle game was a good strategy to teach English vocabulary for young learner. The second, the next researchers who want to conduct a research using circle game are recommended to conduct this research in different areas, levels, and skills.

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