

**TEACHING VOCABULARY BY USING PUZZLE GAMES  
TO YOUNG CHILDREN AT POINT EDUCATION  
CENTER, LAWEYAN, SURAKARTA**



**RESEARCH PAPER**

Submitted as a Partial Fulfillment of the Requirements  
for Getting Bachelor Degree  
in English Department

by

**MUSKI BAEHAQI**  
**A 320 020 179**

**SCHOOL OF TEACHING TRAINING AND EDUCATION  
MUHAMMADIYAH UNIVERSITY OF SURAKARTA  
2007**

**APPROVAL**

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SURAKARTA**

by

**MUSKI BAEHAQI**  
**A.320 020 179**

**Approved by Consultant**

**Consultant I**

**Consultant II**

**(Drs. Djoko Srijono, M.Hum.)**

**(Aryati Prasetyarini, M.Pd.)**

**ACCEPTANCE**

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by:

**MUSKI BAEHAQI**  
A 320 020 179

**Accepted and Approved by the Board of Examiners  
School of Teacher Training and Education  
Muhammadiyah University of Surakarta  
on November 10, 2007**

**The Team of Examiners:**

1. **Drs. Djoko Srijono, M.Hum.** (.....)  
(Chair Person)
2. **Aryati Prasetyarini, M.Pd.** (.....)  
(Member I)
3. **Dra. Siti Zuhriah Ar, M.Hum.** (.....)  
(Member II)

**Dean,**

**Drs. H. Sofyan Anif, M Si.**

**NIK. 547**

**MOTTO**

*“Jagalah (syari’at) Allah, niscaya Dia akan balas menjagamu” (Al-Hadits, Syarah Arba’in Nawawiyah)*

**“Money is nothing, Allah is everything”**  
(The writer)

## **DEDICATION**

This research paper is dedicated to:  
ALLAH the Mighty,  
Rosululloh the leader of two natures,  
My beloved father and mother,  
My beloved brother and sister, and  
My beloved friend.

## ACKNOWLEDGMENT

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

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The writer considers that this research paper is far from being perfect. So, suggestion and criticism are welcome and accepted. He wishes that this research paper would be valuable for the readers.

*Wassalamu'alaikum wr. wb.*

Surakarta, October 2007

Muski Baehaqi

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## **SUMMARY**

**MUSKI BAEHAQI, A 320020179. TEACHING VOCABULARY BY USING PUZZLE GAMES TO YOUNG CHILDREN AT POINT EDUCATION CENTER, SURAKARTA.**

**RESEARCH PAPER: MUHAMMADIYAH UNIVERSITY OF SURAKARTA 2007.**

This study is aimed at describing the implementation of teaching vocabulary by using puzzle games, the problem faced by the teachers and the students, and the student's response on the implementation of puzzle games in teaching vocabulary. The result of this study is expected to contribute the teaching learning English at the course particularly in vocabulary skill.

The observation was done in Point Education Center, Surakarta. The writer observed the young learners as the subject of research. The object of research was the implementation of teaching vocabulary by using puzzle games. Here, the writer only observed and described the implementation of puzzle games in teaching vocabulary. Then he described the problem faced by the teacher and the students, and the student's response on implementation of puzzle games in teaching vocabulary. The writer has interviewed all teachers and 4 students to give their comments about the puzzle implementation to collect the required data. The writer concludes that the teachers should give a game in their teaching learning process, especially puzzle. Although, the game is monotonous, but at least it can influence the student's motivation in their study. The student can be more active and this game encourages them to compete each other.

The result of the research is that puzzle game is an effective method to teach and motivate the young children in mastering vocabulary skill.

**Consultant I**

**(Drs. Djoko Srijono, M.Hum.)**

**Consultant II**

**(Aryati Prasetyarini, M.Pd.)**

**School of Teacher Training and Education  
Dean,**

**(Drs. Sofvan Anif, M.Si.)**

**NIK. 547**