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

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SCHOOL OF TEACHING TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA
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MOTTO

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

“Money is nothing, Allah is everything”
(The writer)
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.
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vii
# TABLE OF CONTENT

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>TITLE</td>
<td>i</td>
</tr>
<tr>
<td>APPROVAL</td>
<td>ii</td>
</tr>
<tr>
<td>ACCEPTANCE</td>
<td>iii</td>
</tr>
<tr>
<td>MOTTO</td>
<td>iv</td>
</tr>
<tr>
<td>DEDICATION</td>
<td>v</td>
</tr>
<tr>
<td>ACKNOWLEDGEMENT</td>
<td>vi</td>
</tr>
<tr>
<td>TABLE OF CONTENT</td>
<td>viii</td>
</tr>
<tr>
<td>SUMMARY</td>
<td>xi</td>
</tr>
<tr>
<td>CHAPTER I: INTRODUCTION</td>
<td>1</td>
</tr>
<tr>
<td>A. Background of the Study</td>
<td>1</td>
</tr>
<tr>
<td>B. Problem Statement</td>
<td>4</td>
</tr>
<tr>
<td>C. Limitation of the Study</td>
<td>5</td>
</tr>
<tr>
<td>D. Objective of the Study</td>
<td>5</td>
</tr>
<tr>
<td>E. Benefit of the Study</td>
<td>5</td>
</tr>
<tr>
<td>F. Research Paper Organization</td>
<td>6</td>
</tr>
<tr>
<td>CHAPTER II: REVIEW OF RELATED LITERATURE</td>
<td>7</td>
</tr>
<tr>
<td>A. Previous Study</td>
<td>7</td>
</tr>
<tr>
<td>B. Notion of Descriptive Study</td>
<td>8</td>
</tr>
<tr>
<td>C. Teaching Vocabulary</td>
<td>8</td>
</tr>
<tr>
<td>1. Vocabulary as Word and Their Meaning</td>
<td>9</td>
</tr>
</tbody>
</table>
CHAPTER IV: RESEARCH FINDING AND DISCUSSION .......................... 34

A. The procedure of Teaching Vocabulary.......................... 34
   1. The Goal of Teaching Vocabulary.......................... 34
   2. The Material of Teaching Vocabulary .................. 35
   3. The Implementation of Puzzle Game in Teaching
      Vocabulary........................................................... 35
   4. The Subject of Teaching................................. 36
   5. The Syllabus ............................................... 36
   6. The Role of Students................................. 36
   7. Class Observation ........................................... 40

B. The Instructor’s Problem in Teaching Process .......... 55

C. Student’s Problem Learning Process .................. 56

D. The Strength and Weakness of Teaching Vocabulary
   by Using Puzzle .................................................. 56

E. Discussion of Research Finding ............................. 57

CHAPTER V: CONCLUSION AND SUGGESTION ......................... 58

A. Conclusion ........................................................ 58

B. Suggestion ........................................................ 58

BIBLIOGRAPHY

APPENDIX
SUMMARY

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

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.

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