

MOTTO AND DEDICATION

Motto

“Succes is not possessed by educated people. It belongs to those who try
everlastingly.”

“ Keberhasilan bukanlah milik orang-orang yang pintar. Tapi keberhasilan
Adalah milik orang-orang yang mau berusaha.”

(BJ. Habibi)

Dedication

This thesis is dedicated :

- ❖ Allah who always give his full of rohmah and blessing.
- ❖ My beloved parents who always give spirit and as my inspiration (Father:
La Indo and Mother: Wabuang).
- ❖ My beloved sister (Riana La indo)
- ❖ My beloved Uncle (Aminudin Muhammad)

ABSTRAK

Risda La indo, 2023. *The Use of Board Race Games to Improve Students' Vocabulary Mastery at SMA N 5 Kota Ternate.* Thesis, English Education Study Program, Department of Language and Arts Education, Faculty of Teacher Training and Education, Universitas Khairun. Supervisor (I) Silvani Umar Ali, SS., S.Pd., S.M.Hum and Supervisor (II)) Dr. Ade Ismail, S.pd., M.pd

This study aims to improve the vocabulary mastery of tenth-grade students of SMA N 5 Kota Ternate by using a board race game. The researcher used pre-experimental design. The data obtained from multiple-choice tests. The population of this study was the tenth grade of SMA N 5 Kota Ternate. The research sample was taken using the True-random Sampling Technique in which there were 258 students as population and 30 students as samples. The results showed that the average score of students' vocabulary mastery in verbs, adjectives, and nouns in the pre-test was 45.96 to 68.3 in the post-test, with an increase of 48%. The t-test analysis showed that using a 0.05 level of significance and 29 degrees of freedom ($df=30-1$), $T\text{-test} < 0.05$ means an alternative hypothesis (H_1) is accepted, and the null hypothesis (H_0) is rejected. Thus, It can be concluded that the board race game can improve students vocabulary mastery at SMA N 5 Kota Ternate.

Keywords: vocabulary mastery, board race game.

ABSTRAK

Risda La indo. 2023. *Penggunaan Permainan Balap Papan Untuk Meningkatkan Penguasaan Kosakata di SMA N 5 Kota Ternate.* Skripsi, Program Studi Pendidikan Bahasa Inggris, Jurusan Pendidikan Bahasa dan Seni, Fakultas Keguruan dan Ilmu Pendidikan Universitas Khairun. Pembimbing (1) Silvani Umar Ali,SS.,M.Hum, dan Pembimbing (II) Dr. Ade Ismail,S.pd.,M.pd

Penelitian ini bertujuan untuk meningkatkan penguasaan kosakata siswa kelas 10 SMA N 5 Kota Ternate dengan menggunakan board race game. Peneliti menggunakan penelitian pre-eksperimental yang mana data diperoleh dari tes pilihan ganda. Populasi penelitian ini adalah kelas sepuluh SMA N 5 Kota Ternate. Sampel penelitian diambil dengan menggunakan Teknik True-random Sampling yang dimana ada 258 siswa sebagai populasi dan ada 30 siswa sebagai sampel. Hasil menunjukkan bahwa nilai rata-rata penguasaan kosakata siswa dalam kata kerja, kata benda, dan kata sifat pada pre-test adalah 45.96 menjadi 68.3 pada post-test dengan peningkatan 48%. Analisis t-test menunjukkan bahwa dengan menggunakan 0.05 level signifikansi dan 29 derajat kebebasan ($df=30-1$), $T\text{-test} < 0.005$ itu artinya alternative hypothesis (H_1) di terima dan null hypothesis (H_0) di tolak. Jadi, dapat di simpulkan bahwa permainan balap papan dapat meningkatkan penguasaan kosakata siswa pada SMA N 5 Kota Ternate.

Kata kunci: penguasaan kosakata, permainan balap papan.