

ABSTRACT

USING WORD SEARCH PUZZLE TO IMPROVE STUDENTS VOCABULARY MASTERY AT FOURTH GRADE OF SD N 1 SUKAMULYA SOUTH LAMPUNG (A Classroom Action Research)

By:

ERNA SEPTIANA

The existence of vocabulary is considered important since it should be acquired to express or share ideas to other people effectively. Word Search Puzzle is regarded as one of the effective games in learning vocabulary. Nation (1074: 253) states that puzzles are teaching techniques, which brings the learners' motivation. It combines teaching students' definition by giving the students experience in writing the words they are learning, which is an effective part memorizing vocabulary.

The researcher experience is English teacher at Fourth Grade at SD N 1 Sukamulya South Lampung, it was revealed that the students could not do reading exercises well because they had lack of vocabulary. Most of them got difficulties in understanding the content of the text. They spent a long time to consult the dictionary to get the meaning of most of the words in the questions. It also happened that most of the students were reluctant to speak because of their limited number of vocabulary. They often felt frustrated when they were asked to tell or express something.

In line with the problems above, the researcher conducted a classroom action research at the fourth grade of SD N 1 Sukamulya South Lampung. The subject of this research was class IV which consist of 20 students. The teacher was the researcher. The objectives of this classroom action research are to find out whether word search puzzle game is able to improve the students' vocabulary mastery especially in noun, verb and adjective to improve the quality of the teacher's teaching performance and to improve the students' participation during the teaching learning process while word search Puzzle game is implemented.

This research was conducted in two cycles. Each cycle consisted of planning, action, observation, and reflection. The researcher used indicators dealing with the learning product

which covered the students' participation during the teaching learning process and the teacher's teaching performance. To collect the data of the learning product, the writer used vocabulary test as the instrument and to collect the data of the learning process, the write use observation checklist. The indicators showed that 70% of the students had to gain score 66 or more, the teacher had to reach score 80 in the teacher's teaching performance and 80% of the students had to be actively involved 90% of the teaching learning process.

Student's vocabulary scores at cycle 1 showed that only 8 students (40%) could get score > 66. Meanwhile, after cycle 2 had been conducted, there were 12 students (60%) who passed the KKM (*Kriteria Ketuntasan Minimal*). Meanwhile, for teacher's performance, the teachers achieved score 65 at cycle I, and achieved score 81 at cycle 2.

Referring to the result of the research above, it can be concluded that word search puzzle game was successful in improving the students' vocabulary mastery, the students' participation during the teaching learning, process and teacher's teaching performance at the fourth grade of SD N1 Sukamulya.