

ABSTRAK

APLIKASI GAME SIMON SAYS UNTUK PENGEMBANGAN KOSAKATA DI KELAS LIMA MI DARUL HUFFAZ LAMPUNG

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Penelitian ini mengkaji pengaruh permainan Simon Says terhadap pencapaian kosakata pada kelas V MI Darul Huffaz Lampung. Metode yang digunakan adalah desain kelompok pre-test dan post-test. Subjek penelitian terdiri dari 28 siswa kelas V A yang dipilih menggunakan sampling purposif. Instrumen yang digunakan adalah tes kosakata dalam bentuk pilihan ganda, mencocokkan gambar, dan huruf acak. Tes berfokus pada kata-kata isi seperti kata benda (bagian tubuh) dan kata kerja aksi (yang relevan dengan materi). Data dikumpulkan melalui pre-test dan post-test. Data kemudian dibandingkan untuk menguji apakah terdapat perbedaan yang signifikan secara statistik. Hasil menunjukkan bahwa terdapat efek signifikan dari permainan Simon Says terhadap pencapaian kosakata siswa, dengan tingkat signifikansi 0,05 ($p < 0,05$). Hal ini menunjukkan bahwa permainan Simon Says efektif dalam membantu siswa meningkatkan pencapaian kosakata mereka.

Kata kunci: Permainan Simon Says, pengembangan kosakata, siswa kelas lima, penelitian kuantitatif, kata benda dan kata kerja

ABSTRACT

THE APPLICATION OF SIMON SAYS GAME FOR VOCABULARY DEVELOPMENT IN THE FIFTH GRADE OF MI DARUL HUFFAZ LAMPUNG

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This study explores the effect of the Simon Says game on vocabulary achievement in the fifth grade of MI Darul Huffaz Lampung. The method used was a pre-test and post-test group design. The subjects consisted of 28 students from class V A, selected using purposive sampling. The instrument used was the vocabulary tests in the form of multiple-choice, matching pictures, and scrambled letters. The test focused on content words such as nouns (parts of the body) and action verbs (relevant to the material). The data were collected through the pre-test and post-test. They were then compared to test whether or not there were statistically significant differences. The results showed that there was a significant effect of the Simon Says game on students' vocabulary achievement, with a significant level 0.05 ($p < 0.05$). This suggests that the Simon Says game effectively facilitates students to improve their vocabulary achievement.

Keywords: Simon Says game, vocabulary development, fifth-grade students, quantitative research, noun and verb