

**THE EFFECT OF FLY SWATTER GAME ON  
STUDENTS' VOCABULARY MASTERY**  
(A quasi-experimental at the Seventh Grade Students  
of SMP Negeri 5 Kota Bengkulu)

**T H E S I S**

Submitted as a Partial Requirements for the Degree of  
*Sarjana Pendidikan (S.Pd)* in English Education Study  
Program Tarbiyah and Tadris Faculty Universitas  
Islam Negeri Fatmawati Sukarno of Bengkulu



By:

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FATMAWATI SUKARNO  
BENGKULU  
2024**

**THE EFFECT OF FLY SWATTER GAME ON STUDENTS'  
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**THESIS**

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I hereby sincerely state that the thesis titled **"The Effect of Fly Swatter Game on Students' Vocabulary Mastery ( A Quasi-Experimental at the Seventh Grade Students of SMPN 5 Kota Bengkulu)"** is my real masterpiece. The things out of my masterpiece in this thesis are signed by citation and refered in the bibliography. If later proven that my thesis has discrepancies, I am willing to take academic sanctions in the form of repealing my thesis and academic degree.

Bengkulu, 2024

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Has fulfilled the requirements to be present before the  
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*Wassalamu'alaikum Wr.Wb*

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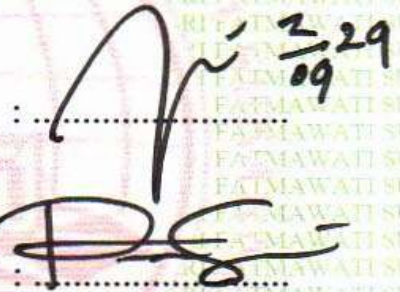
**RATIFICATION**

This is to certify the thesis entitled **“The Effect of Fly Swatter Game on Students’ Vocabulary Mastery (A quasi-experimental at the Seventh Grade Students of SMP Negeri 5 Kota Bengkulu)”** by **Widia Putri Julianti** has been approved by the board of Thesis Examiners as the requirement for degree of **Sarjana** in English Education Program.

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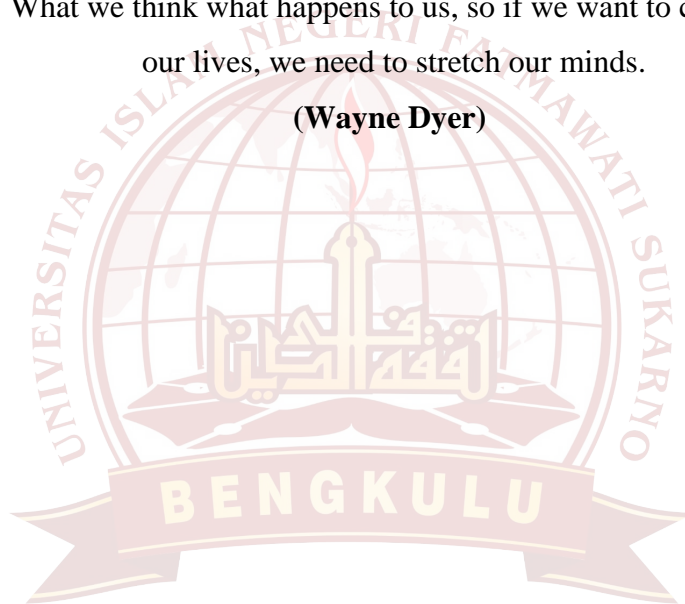
## **MOTTO**

It's not always easy, but that's life.  
Be strong because there are better days ahead.

**(The Researcher)**

What we think what happens to us, so if we want to change  
our lives, we need to stretch our minds.

**(Wayne Dyer)**

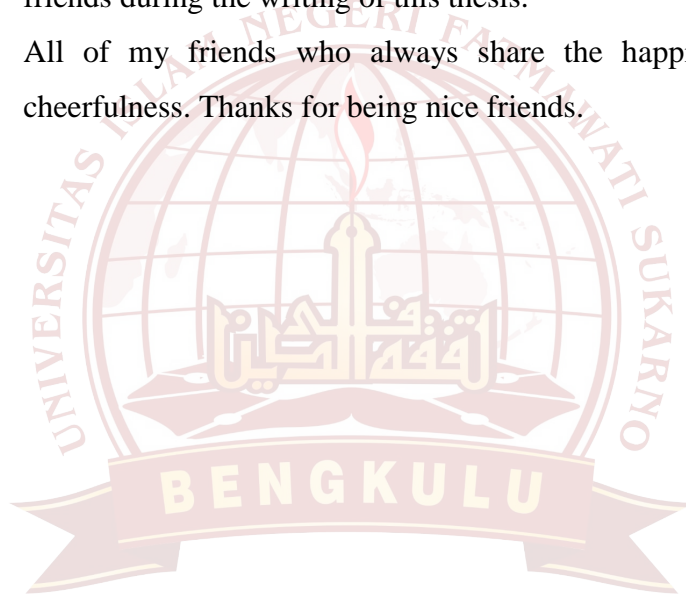


## DEDICATION

In the name of Allah SWT who is the most gracious and the most merciful also with all gratitude, this thesis dedicated to:

1. My dearest parents, especially my beautiful mother Mrs. Idalaila. I am very grateful for all the efforts, sacrifices, hard work, and prayers that are always given to me. Being a listener to all the stories both sad and happy that I have experienced, and always considering the decisions made even though in the end sometimes regret is wrong, but my mother did it just for my comfort in a situation. For all the attention, affection, and enormous love that I cannot imagine. I really love my mother, a strong and tough woman in my life.  
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The researcher believes that this thesis will not be completed without the help, support, and advice of various parties. Therefore, the researcher would like to express deepest gratitude to all those who have helped, supported, and advised while writing this thesis. This gratitude is addressed to:

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2. Dr. Mus Mulyadi, M.Pd., as the Dean of Education Faculty of the State Institute For Islamic Studies.
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9. Hidayati Rahmah, S. Pd. M. Pd. Mat, as the Headmaster of SMP Negeri 5 Kota Bengkulu, for his permission to conduct this research.
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Finally, the researcher realized that this research thesis was still far from being perfect. Therefore, any suggestions and constructive criticism are always welcome for the better.

Bengkulu, 2024

The Researcher,

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## ABSTRACT

### **Widia Putri Julianti : The Effect of Fly Swatter Game on Students' Vocabulary Mastery (A Quasi-Experimental at the Seventh Grade Students of SMP Negeri 5 Kota Bengkulu)**

This study is aimed to describe the effect of using the fly swatter game on students' vocabulary mastery in class VII at SMP Negeri 5 Kota Bengkulu. The problem faced by students is that students experience difficulties in remembering vocabulary. And they have low motivation in learning English. The researcher took the population of the seventh-grade students of SMPN 5 Kota Bengkulu, which consisted of eleven classes. Based on the design of the study, the researcher only took two classes as a sample, there were VII-D as experimental group and VII-E as control group. The number of sample chosen was 64 students. The sampling technique was chosen by sample random sampling. This research used quantitative method with quasi-experimental design. The researcher design the lesson plan, conducted the treatment and counted the students' score pre-test and post-test. After getting the data from pre-test and post-test, the researcher analyzed the data using SPSS 25 with t-test formula to prove whether the hypothesis was accepted or rejected. Based on the result of analysis, it was found that the pre-test score showed the average score of the experimental class was 42,66 and the control class was 43,28. After being given treatment, a post-test was given. The post-test results show the average score of the experimental class was 75,94 and the control class was 55,63. And then, the sample score of the independent t-test shows the significant value (2 tailed) is  $(0.00 < 0.05)$  which means,  $H_0$  is rejected and  $H_a$  is accepted. It was proved that there is effect of using a fly swatter game on the student's vocabulary mastery of seventh-grade students of SMPN 5 Kota Bengkulu.

*Keywords: Fly swatter game, vocabulary mastery*

## **ABSTRAK**

**Julianti, Widia Putri : The Effect of Fly Swatter Game on Students' Vocabulary Mastery (A Quasi-Experimental at the Seventh Grade Students of SMP Negeri 5 Kota Bengkulu)**

*Penelitian ini bertujuan untuk mendeskripsikan pengaruh penggunaan permainan pemukul lalat terhadap penguasaan kosakata siswa kelas VII SMP Negeri 5 Kota Bengkulu. Masalah yang dihadapi siswa adalah siswa mengalami kesulitan dalam mengingat kosakata. Dan mereka memiliki motivasi yang rendah dalam belajar bahasa Inggris. Peneliti mengambil populasi siswa kelas VII SMPN 5 Kota Bengkulu yang terdiri dari sebelas kelas. Berdasarkan desain penelitian, peneliti hanya mengambil dua kelas sebagai sampel, yaitu kelas VII-D sebagai kelompok eksperimen dan kelas VII-E sebagai kelompok kontrol. Jumlah sampel yang dipilih adalah 64 siswa. Teknik pengambilan sampel dipilih dengan cara sample random sampling. Penelitian ini menggunakan metode kuantitatif dengan desain kuasi eksperimen. Peneliti merancang rencana pembelajaran, melakukan perlakuan dan menghitung nilai pre-test dan post-test siswa. Setelah mendapatkan data dari pre-test dan post-test, peneliti menganalisis data menggunakan SPSS 25 dengan rumus t-test untuk membuktikan apakah hipotesis diterima atau ditolak. Berdasarkan hasil analisis, ditemukan bahwa skor pre-test menunjukkan nilai rata-rata kelas eksperimen sebesar 42,66 dan kelas kontrol sebesar 43,28. Setelah diberikan perlakuan, dilakukan post-test. Hasil post-test menunjukkan nilai rata-rata kelas eksperimen adalah 75,94 dan kelas kontrol adalah 55,63. Kemudian, skor sampel dari uji-t independen menunjukkan nilai signifikan (2 tailed) adalah  $(0,00 < 0,05)$  yang berarti  $H_0$  ditolak dan  $H_a$  diterima. Hal ini membuktikan bahwa ada pengaruh penggunaan permainan pemukul lalat terhadap penguasaan kosakata siswa kelas VII SMPN 5 Kota Bengkulu.*

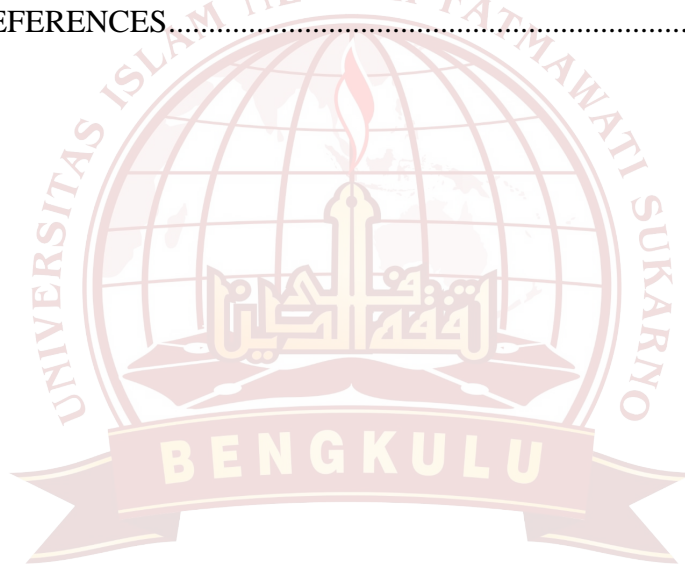
*Kata Kunci: permainan pemukul lalat, penguasaan kosakata*

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