



JOURNAL

**THE USE OF Pictionary GAMES IN PROCEDURE TEXT TO
IMPROVE STUDENTS' VOCABULARY
A CASE OF STUDENTS IN SMP NEGERI SISO**

**Submitted to Education Department of Institut Pendidikan SoE as a Partical Fulfilment
of the Requirements of Sarjana Degree**

by:

Name : Paulina Malo

NIM : 8820320190199

INSTITUT PENDIDIKAN SOE

English Education Program

2023



INSTITUT PENDIDIKAN SOE

Jalan Badak Nomor 5A, Lokasi 2 SMK Negeri 1 SoE

Email institutpendidikansoe15@gmail.com

STATEMENT OF ORIGINALITY

The researcher hereby declares on behalf of herself, that this journal articles submitted is an original work and has neither been published in any other peer-reviewed journal nor is under consideration for publication by any other journal. In addition, the article does not contravene any exiting copyright or any other third party rights. All of the copy rights in this article such as citation or someone's idea in inside this article as the references are taken based on the educational norms and ethics. Thus, the researcher emphasizes that if there is any plagiarism found in this article, the researcher ready to accept all of the consequences from Institut Pendidikan SoE include the disinheritance of my Sarjana Degree.

Soe. October 2023



Paulina Malo

APPROVAL PAGE

THE USE OF PICTONARY GAMES IN PROCEDURE TEXT TO IMPROVE STUDENTS' VOCABULARY A CASE OF STUDENTS IN SMP NEGERI SISO

Approving that this journal has been approved, examiner and defended in the final examination on September 16th, 2023

Soe, October 2023

Approved by

Examiners:

Signatures:

1. Team Leader

Supervisor I : Tri Buce J. Banu, M.Pd



.....

2. Secretary

Supervisor II : Adi B. W. Banu, M.Pd



.....

3. Member

Examiner : Yabes Olbata, M.Pd



.....

ACKNOWLEDGEMENT

Praise and thank to Almighty Lord who has given his love and bless to the writer for finishing journal. In this case, the writer wish to express his deep gratitude for those who have guided, helped, motivated and supported in completing this report. The writer addresses his special thanks to:

1. Mr. Ared J. Billik, ST., M. Si, as the head of Institut Pendidikan SoE (IPS) who has conducted the IPS with all of the lectures and the staffs from 2013-2023.
2. Mrs. Sonya V.Ch Benu, M.Pd, as the head of English Education Program of Institut Pendidikan SoE (IPS), all of the lectures and the staffs who have given the researcher wonderful experiences in learning and also precious knowledge.
3. Mrs. Beci A. Fay, S. Pd. as the head of SMP Negeri Siso who had allowed the researcher to do this research in that school.
4. The supervisors Mr.Tri Buce J. Banu, M.Pd and Adi B. W. Banu, M.Pd, who have given their suggestion and correction during the reseracher untill writing this journal.
5. Mr. Yabes Olbata, M.Pd as the researcher's examiner who had examined and given valuable suggestion and advice for the reseacher to finish this journal.
6. Mrs. Nirbades Nuban, S.Pd as the English teacher at SMP Negeri Siso who had given the researcher guidelines, suggestions, advice during the accomplishment of this research in SMP Negeri Siso.
7. Thanks to all my lectures,especiallyfor those who have taught me during my academic years.
8. All lecturers and staffs in Institut Pendidikan Soe for the supports and helps.
9. All friends at Institut Pendidikan SoE (IPS) especially in English Education Program from grade I up to grade VII, thank you very much for your helping.
10. The researcher's beloved parents (Bastian and Kristina) and beloved brother, sister, and all family who always support the researcher through praying, love, financial and motivation.
11. My participant of research VII grade of students in SMP Negeri Siso. Thanks for you are supports.
12. The last is my best friend Yustus, Ny, Azia Kim Bum, Susi Devan, Febos, Ibu Dusun, BTS, Elsa, Rida, and Lodya thanks for the supporting and sharing.

Finally, the researcher hopes that this journal can be useful for the students or readers. The researcher realized that this journal is still far from being perfect. It is a pleasure to receive constructive criticism and suggestion from anyone who read this journal to be better in the future.

Soe, October 2023

Paulina Malo

TABLE OF CONTENT

Statement of originality.....	i
Approval page.....	ii
Acknowledgement	iii
Table of content	iv
Abstract	1
Introduction.....	1
Methodology.....	2
Finding and discussions	3
Conclusion and suggestion	7
References.....	8
Appendix.....	10

THE USE OF Pictionary GAMES IN PROCEDURE TEXT TO IMPROVE STUDENTS' VOCABULARY

A CASE OF STUDENTS IN SMP NEGERI SISO

Paulina Malo^{1*}, Tri Buce J. Banu², Adi B.W. Banu³

Institut Pendidikan Soe, Program Studi Pendidikan Bahasa Inggris.

Jalan Badak Nomor 5A, Lokasi 2 SMK Negeri 1 Soe

*e-mail: paulinmalo2517@gmail.com

Abstract

The purpose of the study was to describe the students' vocabulary improvement after being taught using Pictionary Game. This research used classroom action research (CAR) method covering II cycles. The data collection techniques used in this research were tests and observations. This research was carried out at class VII of SMP Negeri Siso, with 18 participants, consisting of 6 male students and 12 female students. In this research, researchers used II cycles. In cycle I, the percentage of completeness of students was 33%, or 6 students had achieved the minimum completeness set by the school 70. Meanwhile, the percentage of incompleteness was 68%, or 12 students had not reached the minimum completeness criteria. The average post-test score in cycle I was 73.27. For cycle II, the percentage of students' completeness increased to 100%, or 18 students had achieved the minimum criteria set by the school. The average value of the post-test in cycle II was 84.72. There was an improvement based on the results of observations toward teacher and students' activities. Teacher observations in cycle I obtained a percentage of 89,70%, cycle II improved to 94.11%, while observations of students' activities obtained a percentage of 72,00% in cycle I and cycle II increased to 83,76%. From the results of this study, it could be concluded that the use of the Pictionary game in procedure text could improve students' vocabulary.

Keywords: *Improvement, Pictionary Game, Procedure Text, Vocabulary.*

INTRODUCTION

Vocabulary is one aspect of language that must be studied when students learn a language, as well grammar and spelling. Beside that, vocabulary can also help students in learning and makes it easier to study in the classroom. As Richard & Renandya (2002, cited in Sudirman, 2019), state that vocabulary is the core in learning all of English skills such as to speak, read, write, or listen. It means that, in the learning of all skills that are to read, write, hear and speak, vocabulary is essential and is needed to know the meaning or meaning of a language learned.

According to Thornbury, (2002: 13), cited in Budiman (2020), "Without grammar very little can be conveyed, without vocabulary nothing can be conveyed." Therefore, in learning vocabulary, it is very important to master when studying a language and understand its meaning so that what is conveyed is understood by others. Beside that, problem experienced students when studying English four skills of writing, speaking, listening and reading, students was caused by several factors, students had a lack of knowledge in recognizing and producing print or oral vocabulary, students still had difficulty memorizing the vocabulary, and did not have time to learn vocabulary making students unable to memorize the vocabulary. So students did not understand what they learned in English because they did not understand the meaning of the words they learned. In addition, the learning process was still focused on the teacher method where students were not fully involved in actively exploring or discussing during learning.

From the problems above, the researcher offered a solution to improve learning outcomes for students by conducting Classroom Action Research (CAR) with the title "The Use Of Pictionary Games In Procedure Text To Improve Students' Vocabulary A Case Of Students In SMP Negeri Siso". The purpose of this study was to describe the increase in