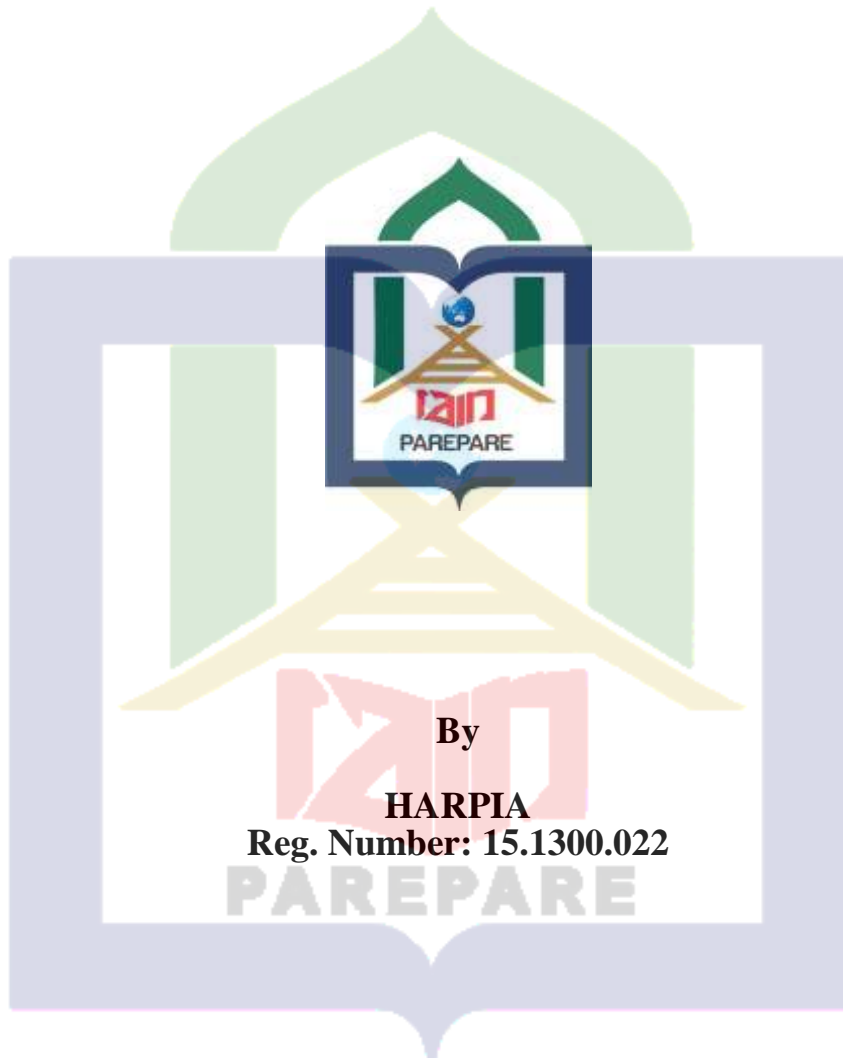


A THESIS

**THE IMPLEMENTATION OF BLINDFOLD GAME TO
IMPROVE STUDENTS' VOCABULARY MASTERY
AT THE EIGHT GRADE OF MTs DDI LIL BANAT
PAREPARE**



By

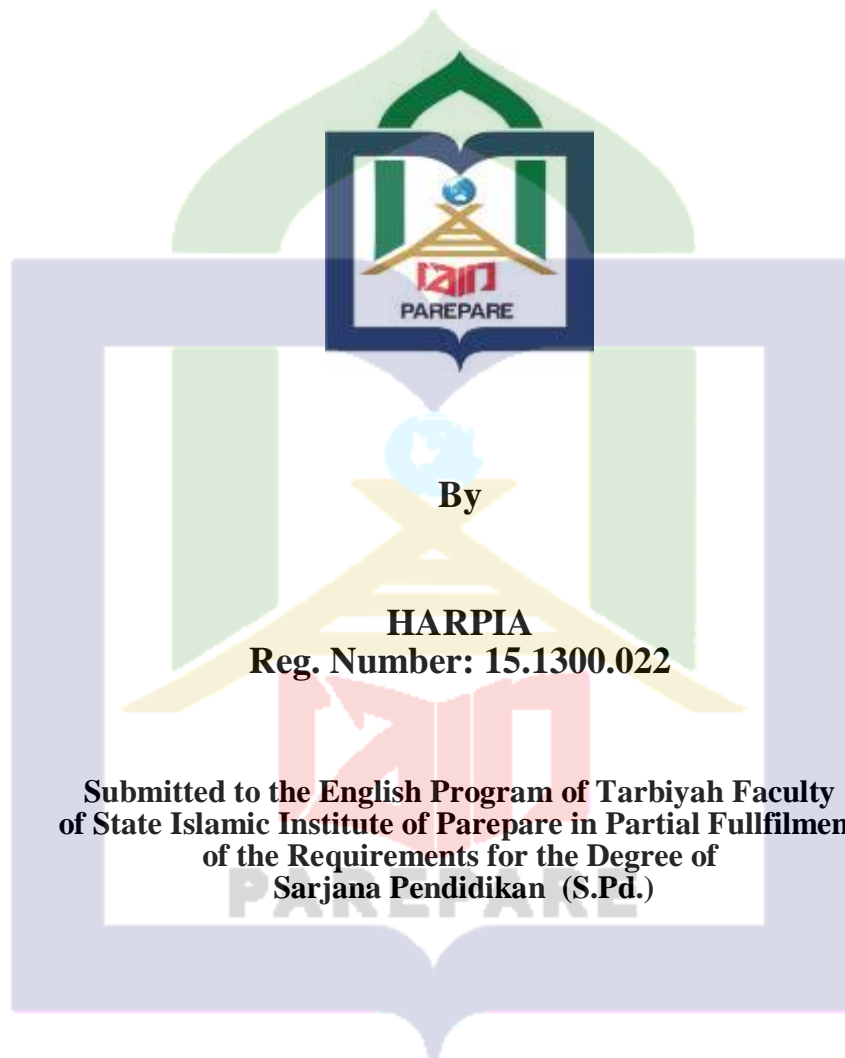
HARPIA

Reg. Number: 15.1300.022

**ENGLISH EDUCATION PROGRAM
TARBIYAH FACULTY
STATE ISLAMIC INSTITUTE (IAIN)
PAREPARE**

2020

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IMPROVE STUDENTS' VOCABULARY MASTERY
AT THE EIGHT GRADE OF MTs DDI LIL BANAT
PAREPARE**



By

HARPIA

Reg. Number: 15.1300.022

**Submitted to the English Program of Tarbiyah Faculty
of State Islamic Institute of Parepare in Partial Fullfilment
of the Requirements for the Degree of
Sarjana Pendidikan (S.Pd.)**

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TARBIYAH FACULTY
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PAREPARE**

A Thesis

**As Part Fulfillment of the Requirements for the Degree
Of Sarjana Pendidikan (S.Pd.)**

English Education Program

Submitted By

HARPIA

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**ENGLISH EDUCATION PROGRAM
TARBIYAH FACULTY
STATE ISLAMIC INSTITUTE (IAIN)
PAREPARE**

2020

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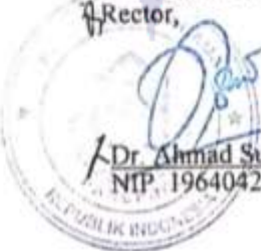
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The writer realizes that this “Skripsi” is still far from being perfect, criticism and suggestions would be acceptable make it better.

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Stated that this skripsi is her own writing, if it can be proved that is was copied, duplicated or complied by other people, thus thesis and degree that has been gotten would be postponed.

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ABSTRACT

Harpia, 2020. The Implementation of Blindfold Game to Improve Students' Vocabulary Mastery at The Eight Grade of MTs DDI Lil Banat Parepare, English Program Tarbiyah Departement Of State Islamic Institute Of (IAIN) Parepare. (Supervised by Mujahidah and Ahdar)

In studying English, the first component that has to learn is vocabulary. Someone who wants to master 4 language skills, he has to master a few words even everything. When learning listening, needs vocabulary, reading needs vocabulary, especially when learning to write, all needs vocabulary. That is the reason why the students have to master the vocabulary in learning English.

This research was aimed to see the improvement of vocabulary mastery of students before and after learning process through blindfold game. The results of the research are useful for the teacher and students. The teacher should aware that it is important to supplied before teaching make the students more active in learning process.

The researcher was conducted at MTs DDI Lil Banat Parepare, the sample of this research were the students of VIII.C class which is consisted 19 students. This research was used pre-test and post-test data. The result of this research showed that there was improving of students' vocabulary mastery.

Based on the analysis, the researcher found that Blindfold game is able to improve the vocabulary mastery. The students' vocabulary mastery was improved significantly by mean score of the pre-test was 46.05 and the mean score of post-test was 78.57, they showed that the mean score in post-test was better that the mean score in pre-test. Thus, alternative hypothesis(H_a) stating that Blindfold game could improve the students' vocabulary mastery and could make the classroom be active.

Keyword : *Using Blindfold, Game, and the students', vocabulary Mastery.*

TABLE OF CONTENTS

COVER	i
PAGE OF TITTLE.....	ii
SUBMISSION PAGE	iii
ENDORSEMENT OF CONSULTANT COMMISSIONS	iv
APPROVED OF CONSULTANT COMMISSIONS	v
ENDORSEMENT OF EXAMINER COMMISSIONS	vi
ACKNOWLEDGEMENT	vii
DECLARATION OF THE AUTHENTICITY OF THE SKRIPSI	ix
ABSTRACT.....	x
TABLE OF CONTENTS.....	xi
LIST OF TABLES	xiii
LIST OF APPENDICES	xiv
CHAPTER I INTRODUCTION	
1.1 Background	1
1.2 Problem Statement	5
1.3 The Objective of the Research	5
1.4 The Significance of the Research.....	6
CHAPTER II REVIEW OF RELATED LITERATURE	
2.1 Previous Research Findings	7
2.2 Some Pertinent Ideas.....	8
2.2.1 Concept of Vocabulary.....	8
2.2.2 Concept of Game.....	11

2.2.3 The Concept of Blindfold Game	13
2.3 Conceptual Framework	16
2.4 Hypotesis	18
CHAPTER III RESEARCH METHOD	
3.1 Research Design	19
3.2 Location and Duration of the Research	19
3.3 Population and Sample	20
3.4 Instrument of the Research	21
3.5 Procedure of Collecting Data.....	21
3.6 Technique of Data Analysis.....	23
CHAPTER IV FINDING AND DISCUSSION	
4.1 Findings.	27
4.2 Discussion.....	35
CHAPTER V CONCLUSION AND SUGGESTION	
5.1 Conclusion.....	41
5.2 Suggestion.....	42
BIBLIOGRAPHY	43
APPENDICES.....	45

LIST OF TABLE

Number of Table	Title of Table
3.1	Classified the students' score in this scoring classification
4.1	The students' score on pre-test
4.2	The frequency and percentage of the result pre-test
4.3	The students' score on post-test
4.4	Frequency and percentage of the result post-test
4.5	The mean score of the students' pre test and post-test
4.6	The work sheet of the calculation score of pre-test and post-test
4.7	Standard deviation

LIST OF APPENDCES

No	Title of Appendix
1	Lesson Plan
2	Instrument of pre-test and post-test
3	The result of students' pre-test
4	The result of students' post-test
5	The material of treatment
6	Picture of t-table
7	Research Permission
8	Documentation
9	SK of Consultant
10	Curriculum Vitae