A. Conclusion

Based on the discussion in the previous chapter, it can be concluded into some points below:

1. The process of teaching vocabulary by using games to the fourth grade students of SDN Tegalsari 60 Surakarta

   a. Greeting

      Greeting is an activity that should be given in the first meeting. That material built a good relationship between students and teacher.

   b. Warming Up

      In this session, warming up is very important to introduce the topic to the students. It also made the students feel familiar with the topic.

   c. Presentation

      In this session, I explained about “Family” materials. I wrote about the names of the family members on the white board and I asked the students to copy it. After that, I gave an example of how to pronounce the vocabulary about the names of the family members. Then, I asked them to repeat the words of the family members again.
d. Practicing

In this session, the students will practice the materials from the previous session. In this part, I used “Word Mapping Game”.

e. Closing

In this part, I reviewed about the materials. Then, I said goodbye to the students.

2. The problem of teaching vocabulary by using games to the fourth grade students of SDN Tegalsari 60 Surakarta

a. The condition of the students during teaching and learning

Some of the fourth grade students were talking with their classmate when the teacher explained the material. When the teacher gave an example of how to pronounce it, some of the students did not follow what the teacher said before (about the materials).

b. The students had difficulties in remembering and writing the words

The students were always unable in repeating some words correctly.

c. The class has less stationeries

In this session, when the teacher asked the students in group to write on the whiteboard, the class only has one marker. So, the teacher could not ask the student of every group to write their answer on the white board together.
3. The solutions to solve the problems of teaching vocabulary by using games to the fourth grade of SDN Tegalsari 60 Surakarta

a. The condition of the students during teaching and learning

In this session, I gave the students warning by saying if the students still noisy I will reduce their points.

b. The students had difficulties in remembering and writing the words

In this session, I gave the students many examples of the materials and I asked the students to repeat again.

c. The class has less stationeries

In this part, I bought markers and brought markers, so the students could write down on the white board.

B. Suggestion

1. The English Teacher of SDN Tegalsari 60 Surakarta

The English teacher of SDN Tegalsari 60 Surakarta should be more creative in teaching learning English. So, the students will not be bored during teaching and learning process. The English teacher can use interesting ways to make the students feel more interested and to motivate them in learning English. Using games will make the students to be more active and happier.
2. The students of English Diploma

It is important for the students of Diploma English, especially the students of teaching mainstream that as teachers, they should have some creative materials that can make the students to be creative, feel excited and make the students active in the class.
BIBLIOGRAPHY


APPENDICES
KEMENTERIAN PENDIDIKAN DAN KEBUDAYAAN
UNIVERSITAS SEBELAS MARET
FAKULTAS SAstra DAN SENI RUPA
PROGRAM D3 BAHASA INGGRIS
Kampus : Jl. Ir. Sutami 36 A Keningian Surakarta 57126 Tel.(0271) 7977845

Penilaian Praktek Kerja
Mahasiswa Program Diploma III Bahasa Inggris
Fakultas Sastra dan Seni Rupa Universitas Sebelas Maret
Surakarta

Nama : Hefi Sud Septiani
NIM : G9312033

Atas dasar penalaran, ketramilahan, kedisiplinan, rutinitas kehadiran, pesanpias, pergaulan dan tanggung jawab, nila ditetapkan:

85 (dalam skala 100).

*Angka 10 – 100
Model penilaian tidak mengikut

Diperbaiki di Pus. Perpustakaan Swasta/
Pusat Pustaka Universitas

[Signature and Date]

[Date: 10/19/2003]
LESSON PLAN

Theme : Games (Family)
Skill : Vocabulary
Class : Fourth Grade of Elementary School
Time : 09.30 – 10.40 ( 90 minutes )

Word Mapping

Word mapping is a game to train the student’s memory about vocabularies. The way to play the game is the teacher mentions a word for the keyword and the students should mention the words which are related to keyword. It is also training the student’s concentration and togetherness with their friends. An example of word mapping games is when the teacher mentions the keyword “house”, the students will mention the words which are related to the word house, such as: chair, television, telephone, lamp, bed, etc.

Standards of Competence :
✓ Understand very simple instruction with actions in the context of class.
✓ Reveals a very simple instruction and information in the context of class.
✓ Understand written English is very simple in the context of class.
✓ Spelling and writing English copy is very simple in the context of class.

Base Competence :
✓ Respond with appropriate actions are acceptable in the context of instruction class.
✓ Understand a very simple sentence and written message.
✓ Wrote English language correctly.
✓ The students are able to find out the answers with their groups.

Indicator:

✓ The students can cooperate with their friends in a group to find out the answers of the games.

Goal:

✓ The students are able to mention English words in the context of class.
✓ The students are able to mention some vocabulary from the topic of the games.
✓ The students are able to spell English words correctly.

Learning Methods:

- Greeting and Warming Up - 7 minutes
- Main Activity:
  - Presentation - Teacher introduces the material to the students
  - Practicing:
    ✓ The teacher asked the students to make a group into five groups, consists of five person.
    ✓ Teacher wrote down on the white board a list of group names.
    ✓ Teacher explains the roles of the games.
✓ The teacher give instructions to the groups for keep their dictionary, notes book and prepare their stationeries (paper, pen, pencil)
✓ The teacher gave the key by saying some words (related about family).
✓ The students should find out the words which were related to the keyword without open their notes. They should work together and cooperate with the member of the group.
✓ The teacher asked the students to write down their answer on the white board start from group 1.
✓ The teacher told the students of each group to repeat the vocabulary again. After that, the teacher asked each groups to translate in Indonesia language what they are wrote it in the whiteboard.
✓ The teacher started to count the point based on the numbers of their answers and their pronunciation.

- Closing : – The teacher reviewed the materials.
  – The teacher said goodbye.
Kelompok 1
The master

- Husband
- Mothers
- Fathers
- Son
- Sister
- Parents
- Mother-in-law
- Father-in-law
- Son-in-law
- Daughter
- Grandmother

Kelompok 2
Vicon

- Aunt
- Mother-in-law
- Father-in-law
- Mother
- Father
- Husband
- Parents
- Daughter
- Son
- Grn