

UNDERGRADUATE THESIS
THE USE OF TREASURE FLASH CARD IN IMPROVING STUDENTS'
VOCABULARY MASTERY



BY:
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**This undergraduate thesis is written and submitted to fulfill part of the
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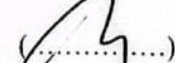
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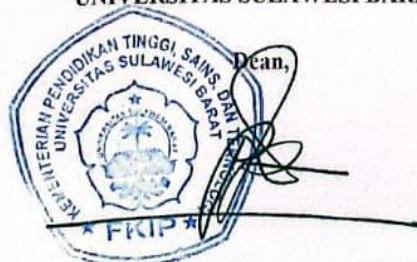
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ABSTRAK

FIKRAYANTI: The Use of Flashcard in Improving Students Vocabulary Mastery. Skripsi, Majene: Fakultas keguruan dan Ilmu Pendidikan, Universitas Sulawesi Barat 2026.

Penelitian ini ditulis untuk mengungkapkan apakah pengajaran kosakata dengan menggunakan kartu flash dapat meningkatkan penguasaan kosakata siswa serta mengeksplorasi persepsi siswa terhadap penggunaannya dalam pembelajaran bahasa Inggris. penelitian ini dilakukan pada siswa SMPN 1 Tapalang dengan menggunakan pendekatan kuantitatif, dengan desain penelitian quasi eksperimental yang melibatkan dua kelas: kelas eksperimen yang menggunakan media flashcard dan kelas kontrol yang diajar dengan metode seperti biasa. Instrumen penelitian ini adalah test untuk menilai pemahaman menyimak siswa dan kuesioner untuk mengetahui pandangan siswa terhadap penggunaan model pembelajaran Media Flashcards. Data penelitian dikumpulkan melalui tes kosa kata yang diberikan kepada siswa dengan menggunakan pre-test dan post-test serta penyebaran angket kepada siswa. Data penelitian dianalisis menggunakan parameter analisis berupa sample T-test melalui SPSS. Rata-rata nilai pre-test siswa kelas eksperimen adalah 56,75 sedangkan nilai rata-rata post-test adalah 65,75. Kemudian nilai rata-rata kelas kontrol yaitu pre-test sebesar 55,50, kemudian nilai post-test sebesar 58,25. Sedangkan hasil uji T-test menunjukkan bahwa post-test pada kelas eksperimen dan kontrol menunjukkan Sig (2-tailed = 0,04) < 0,05. Dengan demikian, H_1 diterima dan H_0 ditolak yang berarti terdapat perbedaan yang signifikan melalui metode pembelajaran Media Flashcards. Hasil persepsi dari penelitian ini berupa kuesioner dengan rata-rata 66,25% masuk dalam kategori termotivasi. Kesimpulannya adalah media pembelajaran flashcards lebih meningkat dan dianggap baik untuk digunakan dalam model pembelajaran.

Kata kunci: Media Flashcards, Persepsi siswa, Kosa kata, Penelitian Tindakan kelas.

ABSTRACT

FIKRAYANTI. The Use of Treasure Flashcard in Improving Students Vocabulary Mastery. **Thesis. Majene: faculty of teaching and Education, universitas Sulawesi Barat 2026.**

This study was written to reveal whether teaching vocabulary using flashcards can improve students' vocabulary mastery and explore students' perceptions of their use in English learning. This study was conducted on students of SMPN 1 Tapalang using a quantitative method, with a quasi-experimental research design involving two classes: an experimental class that uses flashcard media and a control class that is taught with as usual methods. The research instrument is a test to assess students' vocabulary and a questionnaire about students' perceptions on the use of the Flashcards Media learning model. The research data was collected through a vocabulary test given to students using a pre-test and post-test as well as distributing questionnaires to students. Research data was analyzed using analysis parameters in the form of sample T-test via SPSS. The average pre-test score for experimental class students was 56,75 while the average post-test score was 65,75. Then the average score for the control class, namely the pre-test, was 55,50, and then the post-test score was 58,25. Meanwhile, the T-test results showed that the post-test in the experimental and control classes showed Sig (2-tailed = 0.04) <0.05. Thus, H1 was accepted, and H0 was rejected, indicating a significant difference in the learning outcomes through the Flashcard media. The perception results from the questionnaire showed that an average of 66,25% of students rated it in the good category. The conclusion is that the Flashcards Media learning method shows improvement and is considered effective for use in the learning model.

Keywords: Flashcard Media, Student Perception, Vocabulary mastery, Research action
cla

CHAPTER I

INTRODUCTION

A. Background

Language is the most important thing in human life. In this world we do not live alone but a lot of people, we also cannot do anything any case itself we need other people to live in the world, therefore we need a language to be able to interact with each other. Limited people use language to express their mind, wishes and ideas. Language is a means of communication, people use it to share ideas with others and exactly language predicts attitudes and wishes of the users. In Indonesia, English is a compulsory subject which is taught in Junior high school and senior high school as a second language. As a result, the Indonesian government always makes effort to improve the quality of teacher and other components which are involved in the education process. The education in Indonesia has been improved from time to time, one of them is established by curriculum. Students should be able to communicate in English spoken or written after learning English. In learning English, students should master the language skills and components. The language skills are listening, speaking, reading, and writing. And the language components are vocabulary, grammar, pronunciation, etc. Vocabulary is an important element in language besides pronunciation and grammar. We cannot express ideas in English without learning English vocabulary. According to Thornbury (2002:13) stated without grammar very little can be conveyed, without vocabulary nothing can be conveyed, a good vocabulary is a vital part of effective language communication.

But this time, many students do not have an interest to learn English it is seen by they have many reasons for avoiding English, such as: English is difficult to understand, so hard to apply, the writing in a different way to say it, they are sometimes bored, it might be caused by the teachers method that is less creative, so that students do not have motivation to learning. Based on the problem above students cannot

communicate each other with use English because they have lack of English vocabulary. There are many factors that influence the success of teaching vocabulary. Some of them are material to teach the students and the media that are used by the teacher. The ability of teacher to decide what material and what media or method will be used is important. The teacher should select suitable material and using various methods. Therefore, based on the explanation above, the research would to apply Flash Game as the media in teaching learning process as one of ways in improving students achievement in vocabulary.

A flash card is part of a set of cards which are written items to be studied. Vocabulary flash game are great tools for studying. They can be fun, colourful, and creative ways to aid in memory and retention of vocabulary words. By the flash game, the students can remember the letter, it also help the teacher to increase students interest and motivation to learn vocabulary at the result. It will make the students to feel joyful and fun during the teaching learning process. In addition flash are very simple but very effective way for an individual to study a particular topic. This study focussed on card as media in teaching English vocabulary. Pre-experiment was conducted by the research to improve students understanding on English vocabulary for the first grade of junior high school 1 Tapalang. According to Merriam and Webster, flash game is a card bearing words, number of pictures that briefly displayed (as by a teacher to a class) use a learning aid. Accordingly the writer would like to make a research about the influence of using flash game in teaching English vocabulary mastery at 22 January 2023 at the first grade of Junior High School 1 Tapalang. The teacher tell the students that they have to use the words appropriately, the use of words depends on the situations in which they are used and depends on the person to whom they are speaking.

From the explanation above the writer conclude that the teachers must know the different kinds of vocabulary, In addition, understanding the above principle is very important for the teacher before teaching vocabulary to junior high school.

B. Problem Identification

Based on the background of the problem above, there are problems related to this research. The problem is identified as follows:

1. Students have low vocabulary mastery
2. Lack of student interest in English
3. Students easily get bored with learning English that is less interesting
4. Students feel less confident in studying English because they lack of vocabulary

C. Problem limitation and Formulation

1. Limitation of the Problems

In line with the problem, the focus of this research is on teaching understanding with quantitative techniques. The decision was taken by considering the importance of quantitative techniques as one of the Cooperative Learning strategies that are useful for increasing students' reading comprehension achievement. The writer assumes that there are some appropriate techniques in learning that can motivate students to further improve their words in English so that they can understand information and English fluently.

2. Formulation of the Problem

Based on the limitation of the problem above, the researcher formulates the research problem as follows:

- (a). Is there a significant improvement on student's vocabulary mastery after implementing the treasure flash card at SMPN 1 Tapalang?
- (b). How is the students perception toward using Treasure flash card?

D. Research Objective

Based on the formulation of the problem above, the research objectives are as follows:

1. To find out if there is an increase in student achievement regarding vocabulary especially speaking English after being taught through Learning using Media Treasure flash card.
2. To find out students' response are significantly improved when treasure flash game media is used in teaching English.

E. Research Benefits

Based on the research objectives to be achieved, this research expected to have benefits in education both directly or indirectly the benefits of this research are as follows:

1. Theoretical benefits

Theoretically, the results of this study are expected to be use full, namely:

- a). Contribute ideas for the development of materials in schools that continue to practical benefits grow in accordance with the development needs of students.
- b). Provide scientific contributions in education science to students, namely by teaching the use of the Card media strategy to improve students vocabulary mastery.

2. Practically benefits

Practically this research can be useful as follows:

(a). For Writers

This research hope to be able to improve knowledge about teaching vocabulary. The result of the study may be used as a reference to understand more method of teaching English vocabulary.

(b). For Student

There is influence using flashcard in teaching learning vocabulary especially on verb. They will not be bore in leaning process, and it can be motivate them to learn English well

(c). For Teacher

1. The results of this study are expected to be used by teachers as a starting point

2. The results of this study are expected to be used by teachers as a starting point to improve students' understanding of the importance of using vocabulary in English

(d). For Researcher

As material for consideration in preparing learning programs and determining appropriate learning methods and media to be implemented for students in increasing their understanding in learning, especially in the field of reading.

CHAPTER V CONCLUSION AND SUGGESTION

A. CONCLUSION

Based on the result of the research that had been done in determine The use of treasure flash card in improving students vocabulary mastery there was significant improvement. It can be proven from the finding which showed the difference between the mean score of pre-test and post-test in eksperimental class.

1. Test Result

The outcomes of inferential analysis utilizing the homogeneity and normalcy tests. One step before performing an independent t-test is the normalcy test. To determine whether the two data groups are regularly distributed, use the normality test. The normality test results indicate that the distribution of pre-test and post-test data in both the control and experimental groups is normal, as supported by the settlement analysis result were explained using Shapiro-Wilk. The $Asymp, Asymp, Sig. (2-tailed) > 0.05$. The homogeneity test comes after the normalcy test. To determine if the variance of the two data groups is the same, use the homogeneity test. The results of the SPSS analysis indicate a significance value of $0.465 > 0.05$. Consequently, it can be said that the distribution of the data is uniform. And pre-test of experimental class was 56.75 it is categorized average meanwhile, the mean score of pre-test of control class was 55.50 it is categorized average, it meant that the pre-test of experimental class was high than control class. The mean score of post-test of experimental class was 65.00 it is categorized as average. whereas in control class was 58.25 it is categorized as average.

2. Questionnaire Result

Students' assessments of their reading skills were mostly positive, with an average response of 66,25%. The majority of students who responded to the questionnaire agreed with the statement about three In this instance, using treasure flash cards to help children improve their vocabulary mastery strategy makes vocabulary easier, more interesting, and can improve grammar, vocabulary, and confidence.

B. SUGGESTION

Based on the conclusions that have been found above, the researcher would like to provide the following suggestions:

1. For Writers

Research isn't just about finding answers, but also about the courage to ask questions, explore, and understand. Every researcher will face challenges—from limited references, conceptual confusion, to fatigue in the writing process. However, rest assured that every difficulty is part of the scientific journey that will shape maturity in thought and thoroughness in work. To researchers after me, continue with enthusiasm and a strong sense of curiosity. Don't be afraid to explore new perspectives, correct existing shortcomings, or continue unfinished scientific discussions. Science will continue to advance as long as there are people willing to learn and research with a sincere heart.

2. For Students

To improve their reading abilities, students should take their English language studies more seriously and actively. Students need to be more engaged in the learning process and not be scared to ask questions. In addition, it is hoped that when the learning process continues to go smoothly, both students and teachers will benefit from more disciplined learning.

3. For Teacher

Researchers advise English teachers to use more imaginative teaching strategies to ensure that pupils like studying and don't become disinterested. In particular, when choosing materials for the class, the instructor should be able to draw the students' attention. They should also be able to manage their time well enough for the students to enjoy studying English and achieve the best possible learning outcomes. In order for the learning process to be enjoyable, the teacher also tried to establish a calm environment.

4. For Researcher

The use of treasure flash card in improving students vocabulary mastery It is intended that the findings of this study will serve as an additional source of information for other research projects carrying out relevant studies, particularly those pertaining to speaking learning activities.

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