



**THE EFFECTIVENESS OF “TREASURE HUNT GAME”
IN TEACHING ENGLISH SPELLING TO SMP STUDENTS**

(The Case of Seventh Graders of SMP N 1 Gembong/Pati
in the Academic Year of 2009/2010)

A final project
submitted in partial fulfillment of the requirements
for the degree of *Sarjana Pendidikan*
in English

by

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2010

ABSTRACT

Ardiana, Aristi 2010. *The Effectiveness of "Treasure Hunt Game" in Teaching English Spelling to the Seventh Year Students of SMPN 1 Gembong in Academic Year of 2009/2010*. final project. English Department. S1 Degree of Education. First Advisor: Dra. C. Murni Wahyanti, M.A., Second Advisor: Sri Wahyuni, S.Pd. M.Pd.

Key Words: Treasure Hunt Game, English Spelling, Year Seven Students of Junior High School.

This study dealt with the use of the effectiveness of treasure hunt game in teaching English spelling to junior high school students. The problem that is discussed in this study is whether teaching English spelling by using treasure hunt game is effective or not for junior high school students. Therefore, the objective of the study is to find out whether teaching English spelling by using treasure hunt game is effective or not for junior high school students.

The population of this study is the year seven students of SMPN 1 Gembong in the academic year of 2009/2010. The number of population is 270 students are divided into seven classes. In taking sample, the writer used simple random sampling. The writer chose 76 students from class VII^A as the experimental group and class VII^B as the control group. The treatments given to the groups were different but the materials and topics were the same. The experimental group was treated by using treasure hunt game. Meanwhile, the control group was taught by using conventional strategy.

Before conducting the research, the instrument had been tried out first. The purpose of conducting the try out was to find out the validity, reliability, item difficulty, and discriminating power. The test consisted of three parts in form of multiple choices, filling the blank and matching the word. The research was conducted by giving a pre-test to the students. After that, the treatments were given to them. The activity was continued by playing treasure hunt game for each treatment. At the end of the research, the writer gave a post-test to them.

In analyzing the data, the writer used t-test formula. Based on the data analysis, the result of the students' post-test was higher than the result of the students' pre-test. It can be concluded that there was a significant difference of the result of the students' pre-test and post-test. The result of the research showed that the students' progress in mastering English spelling during the treatment conducted was good.

The mean of the pre-test for experimental group was 66.00, and the mean of the post-test was 82.12. Meanwhile, the mean of the pre-test for control group was 63.14, and the mean of the post-test was 66.39. The result shows that the mean of the students' achievement in learning English spelling through treasure hunt game had significant improvement. Based on this conclusion, it is recommended that English teachers can apply treasure hunt game as media in teaching English spelling for junior high school students.