

THE IMPLEMENTING OF WORDWALL GAME THROUGH TASK BASED LEARNING METHOD IN TEACHING VOCABULARY

(A Case Study at the First Grade Of MTs N 1 Karanganyar
in Academic Year 2024/2025)



**Submitted to Fulfil One of the Requirements for Getting the Undergrate
Degree in English Department Teacher Training and Education Faculty
Veteran Bangun Nusantara University**

Written by:

**NOVITA DIAH ASTUTI
NIM 1851800004**

**ENGLISH DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
VETERAN BANGUN NUSANTARA UNIVERSITY SUKOHARJO
2025**

MOTTO

“Whoever is serious, he will achieve his goal”

(Akbar Zainudin)

“Who cannot endure the pain of learning, then he must be able to endure the pain of stupidity”

(Imam Syafi'i)

“Make patience and prayer your help”

(Q.S Al-Baqarah: 45)



DEDICATION

1. My husband Farid Musthofa, S.Pd.
2. My son Adruzain Murdazi Al Maftuh.
3. My parents who always support me.
4. My sister Kinanthi Nova Prahapsari, who always help me.
5. All my lecturers in English Department, who have guided me from the beginning to the end and provided more knowledge.
6. All my friends in English Department.



ACKNOWLEDGEMENT

Alhamdulillahirabbil'alamin. First of all, the researcher would like to give big thanks to Allah SWT, for blessing and guidance so this thesis can be finished. The researcher also thank to Prophet Muhammad SAW and his family who bring people to peacefulness way.

Secondly, the researcher fully aware this thesis can't be completed without help and support from everyone. So, in this special opportunity the researcher express depest thank and appreciation to:

1. Dr. Singgih Subiyantoro, M.Pd. as the Dean of Teacher Training and Education Faculty of Veteran Bangun Nusantara University of Sukoharjo for approving this thesis.
2. Arin Arianti, S.Pd.,M.Pd. as the Head of English Department and Education Faculty of Veteran Bangun Nusantara University of Sukoharjo for approving and giving permission to write this thesis.
3. Nurnaningsih,S.Pd.,M.A.,M.Pd. as the first consultant for the guidances, suggestions, support, pantiences and motivation. Thank you so much
4. Ratih Wijayava, S.Pd., M.Hum. as the second consultant for the support, pantiences, suggestion, and motivation. Thank you so much.
5. Mr. Aris Triyanto, S.Pd.,M.Hum. as the headmaster of MTs N Karanganyar who gave permission to conducted this research.
6. Mrs. Sa'adaah Muslimah,S.Pd. as the English teacher of MTs N 1 Karanganyar who helped implement this study.
7. All the students of VII PK of MTs N 1 Karanganyar for became my research object.
8. The husband, who gave full support, motivation and understanding.
9. The son, who become a good son.
10. The parents, who supported this final project.
11. Her family such as her sister and grand-parents who gave full support and pray to finish this thesis.
12. Her friends who cannot be mentioned one by one who have helped.

13. Her close friend Linda Puspita Sari who gave full motivation to finish this final project.
14. Everyone who helps and supports the researcher who can't mentioned one by one.

No body is perfect because Allah SWT is the perfect one, also this thesis. The researcher accepts suggestion to make this thesis better. Thank you for everything. Hopefully, this research can be useful and give benefits for the readers.



Sukoharjo, March 17th 2025

Researcher

ABSTRACT

Astuti, Diah Novita, NIM 1851800004. The Implementing of Word Wall Digital Game through Task-Based Learnig Method in Teaching Vocabulary (A Case Study at the First Grade of MTs N 1 Karanganyar in Academic Year 2024/2025) Thesis. Under Graduate Degree of English Department. Teacher Training and Education Faculty. Veteran Bangun Nusantara University of Sukoharjo. First Advisor: Nurnaningsih,S.Pd.,M.A.,M.Pd. Second Advisor: Ratih Wijayava, S.Pd., M.Hum.

To increase vocabulary, teachers can use various methods, one of which is through the educational game Word Wall. The aims of this research was: (1) to describe the implementation of Word Wall game through Task-Based Learning method in teaching vocabulary at VII grade of MTs Negeri 1 Karanganyar (2) to describe the advantages and disadvantages according to the implementation of Word Wall game through Task-Based learning. This research is Descriptive Qualitative research. The main subject of this research were 30 students of VII PK at MTs Negeri 1 Karanganyar. The data of this research was about teaching-learning process include dialogues, students' expression and students attention in the class during English lesson. The data collection methods in this study were observation, interviews and documentation. The technique of data analysis used data reduction, data display and conclusion. The technique of data validity used Sourced Triangulation. Task-Based Learning method is types of learning method that focus on the task given by teacher. In the syntax of implementation the Task-Based Learning, there were three phases; pre-task phase, the task cycle (planning, task and report) and the language focus (analysis and practice). In this study, the Word Wall game entered the 2nd phase, the task cycle. Word Wall as a task made in the form of a game to make students more active and fun during learning. Word wall could be an option for teachers as an effort to made students' feel fun and enjoy to mastery of English vocabulary.

Keywords: Vocabulary, Task-Based Learning, Word Wall, Qualitative Descriptive