

**A REVIEW OF RESEARCHES ON TEACHING
VOCABULARY USING GAMES TO YOUNG LEARNERS**

A THESIS



By:

Vinda Aprisca

1213016047

**ENGLISH EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
WIDYA MANDALA CATHOLIC UNIVERSITY
SURABAYA
JUNE 2020**

**A REVIEW OF RESEARCHES ON TEACHING VOCABULARY
USING GAMES TO YOUNG LEARNERS**

A THESIS

Presented to Faculty of Teacher Training and Education

Widya Mandala Catholic University Surabaya

in partial fulfilment of the requirement for the Degree of

Sarjana Pendidikan in Teaching English as Foreign Language



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JUNE 2020**

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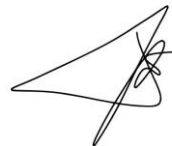
Dra. Susana Teopilus, M. Pd.

Thesis Advisor



Imelda Gozali, B. Eng., M. Pd.

Examiner I



Trianawaty, M. Hum.

Examiner II

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This thesis entitled **A Review of Researches on Teaching Vocabulary Using Games to Young Learners** prepared and submitted by Vinda Aprisca, 1213016047 has been approved and accepted by Thesis Board of Examiners:



Imelda Gozali, B. Eng., M. Pd.

Chair



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Dean of Faculty of Teacher Training
and Education



Edy Sutris Winarlim, M.Sc.

Head of English Education
Study Program

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Nama : Vinda Aprisca.
Nomor Pokok : 1213016047
Program Studi : Pendidikan Bahasa Inggris
Jurusan : Pendidikan Bahasa Inggris
Fakultas : Keguruan dan Ilmu Pendidikan Unika Widya
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Vinda Aprisca.

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Dra. Susana Teopilus, M.Pd.
NIK: 121.87.0133

Dosen Pembimbing II,

NIK: _____

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Demi perkembangan Ilmu Pengetahuan, saya sebagai mahasiswa Universitas Katolik Widya Mandala Surabaya:

Nama Mahasiswa : Vinda Aprisca.
Nomor Pokok : 1213016047
Program Studi Pendidikan : Bahasa Inggris
Jurusan : S-1 Pend. Bahasa Inggris
Fakultas : Keguruan dan Ilmu Pendidikan
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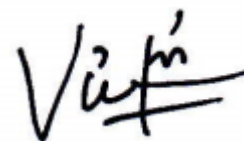
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I am aware that this research is imperfect, so critics and comments are welcome.

Surabaya, June 14, 2020

The Author



Vinda Aprisca

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ABSTRACT

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Key words: Teaching Vocabulary, Games, Young Learners.

Vocabulary is one of the basic components that should be learned and applied into the English skills. Since learning vocabulary is important in order to develop listening, speaking, reading, and writing skills, young learners have to be facilitated with good, enjoyable, and meaningful vocabulary teaching and learning activities (Harmer, 2007). Mostly the use of traditional teaching techniques causes young learners to be bored and have low of motivation while participating in the vocabulary learning activities. This will result in their low vocabulary achievement. Some researchers were interested to know how to make enjoyable vocabulary teaching for young learners and they conducted studies about the use of games to teach vocabulary to young learners. This study is a descriptive qualitative research which reviewed five previously-conducted studies about the use of games to teach vocabulary to young learners. The result findings show that the use of games in vocabulary teaching for young learners can be recommended as games can affect the students' character positively during the vocabulary learning activities.