

## ABSTRAK

### PENGARUH MODEL *GAME BASED LEARNING* BERBANTUAN MEDIA KARTU PERCAKAPAN TERHADAP PENGUASAAN KOSAKATA BAHASA INGGRIS PESERTA DIDIK KELAS IV SEKOLAH DASAR

Oleh

ARE BENATA TARIGAN

Permasalahan dari penelitian ini adalah penguasaan kosakata bahasa inggris peserta didik kelas IV SD Negeri 2 Gondangrejo yang masih rendah. Penelitian ini bertujuan untuk mengetahui pengaruh model *game based learning* berbantuan media kartu percakapan terhadap penguasaan kosakata bahasa inggris peserta didik kelas IV SD Negeri 2 Gondangrejo. Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen dengan desain *nonequivalent control group*. Populasi penelitian adalah seluruh peserta didik kelas IV SD Negeri 2 Gondangrejo, yaitu sebanyak 40 peserta didik. Teknik pengambilan sampel menggunakan teknik sampel jenuh karena populasi kecil, maka seluruh populasi menjadi sampel dengan 20 peserta didik kelas IV A sebagai kelas kontrol dan 20 peserta didik kelas IV B sebagai kelas eksperimen. Teknik pengumpulan data menggunakan tes berupa pilihan ganda dan non-tes berupa dokumentasi dan observasi. Data diuji dengan uji hipotesis menggunakan uji regresi linier sederhana. Hasil penelitian menunjukkan bahwa terdapat pengaruh penggunaan model *game based learning* berbantuan media kartu percakapan terhadap penguasaan kosakata bahasa inggris peserta didik sebesar 42%.

**Kata kunci:** kartu percakapan, model *game based learning*, kosakata bahasa inggris.

## **ABSTRACT**

### **THE IMPACT OF USING A GAME-BASED LEARNING MODEL WITH CONVERSATION CARDS ON GRADE IV ELEMENTARY STUDENTS' ENGLISH VOCABULARY MASTERY**

**By**

**ARE BENATA TARIGAN**

The problem of this research was the low english vocabulary mastery of fourth-grade students of SD Negeri 2 Gondangrejo. This research aimed to determine the effect of the game-based learning model, assisted by conversation card media, on the english vocabulary mastery of fourth-grade students at SD Negeri 2 Gondangrejo. This research used a quantitative approach with an experimental method and a nonequivalent control group design. The population of this research was all fourth-grade students of SD Negeri 2 Gondangrejo, totaling 40 students. The sampling technique used was saturated sampling because the population was small; therefore, the entire population served as the sample, with 20 students from class IV A as the control class and 20 students from class IV B as the experimental class. The data collection techniques used were tests in the form of multiple-choice questions and non-tests in the form of documentation and observation. The data were tested by hypothesis testing using a simple linear regression. The results showed that there was an effect of using the game-based learning model assisted by conversation card media on students' english vocabulary mastery by 42%.

**Keywords:** conversation cards, english vocabulary, game based learning model