

## **ABSTRACT**

### **IMPLEMENTATION OF GUESSING GAME IN TEACHING VOCABULARY AT FIFTH GRADE OF MI ISLAMIYAH CIWARU SERANG BANTEN**

**By**

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Guessing game is a game in which a person who knows something and others who do not know compete individually, in pairs, or in a team, to find out something indicated obscurely. Guessing game is one of the teaching techniques which is appropriate to be implemented in elementary school. With guessing game, the students can be active in the class and participate in interaction between student-teacher, teacher-student, and student-student.

This qualitative research was conducted to analyze the pattern of classroom interaction based on Initiation-Response-Feedback (IRF) model suggested by Sinclair and Coulthard. The writer observed the participation of students during the process of teaching and learning using video recorded, and then the writer transcribed the interaction and then categorized the data by giving code on the transcription as suggested by Sinclair and Coulthard patterns.

The result of data analysis shows that there are six exchange patterns happened during the implementation of guessing game. It is Teacher Elicit (Initiation-Response-Feedback/IRF) 32, 9%, Student Elicit (Initiation-Response/IR) 22,4%, Student Inform (Initiation-Feedback/IF) 16,8%, Teacher Inform (Initiation/I) 12,4 %, Teacher Direct (Initiation-Response-Feedback/IRF) 10,6 %, and Check (Initiation-Response-Feedback/IRF) 5,0 %.