

ABSTRACT

INCREASING STUDENTS' VOCABULARY MASTERY THROUGH GUESSING WORD GAME IN GRADE VIII OF SMP NEGERI 1 ADILUWIH 2011-2012

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Based on the researcher's experience as English teacher at SMPN 1 Adiluwih Pringsewu, it was revealed that the students could not do reading exercise well due to lack of vocabulary. Most of them got difficulties in understanding the content of text and spent a long time to consult the dictionary to get the meaning of the words. Therefore, the researcher has conducted a classroom action research using guessing word game, where students are encouraged to find the right answer from other group by asking the clue using yes/no questions. This technique is expected to increase students' vocabulary achievement especially in noun, verb and adjective, to improve the students' participation as well as the quality of teacher's teaching performance.

The subject of this research is class VIII B consisting of 38 students. This research was conducted in two cycles. Each cycle consisted of planning, acting, observation and interpretation, analysis and reflection. The researcher used indicators dealing with the learning product which covered the students' score, the students' participation during the teaching learning process and the teacher's performance. To collect the data of the learning product, the researcher used vocabulary test and the data of the learning process used observation checklist as the instrument.

The result of students' vocabulary scores in Cycle 1 shows that only 20 students (52.63%) get the score of ≥ 66 . Meanwhile, after Cycle 2, 30 students get score (78.94%) which means they have passed the KKM (Kriteria Ketuntasan Minimal). The average scores in Cycle 1 is 64.68, in Cycle 2 is 73.60. For the students' participation during the teaching learning process, in Cycle 1, there are 25 students (66%) who follow $\geq 80\%$ of the teaching learning process and 35 students (92%) follow $\geq 80\%$ in Cycle 2. Meanwhile, for the teacher's teaching performance, the teacher scores 69 in Cycle 1, and scores 82 in Cycle 2.

Referring to the result of the research above, it can be concluded that guessing word game which improves the whole class' involvement can be applied successfully in increasing the students' vocabulary achievement, the students' participation, as well as the teacher's performance at SMPN 1 Adiluwih Pringsewu.