

ABSTRACT

COMPARATIVE STUDY OF STUDENTS' VOCABULARY ACHIEVEMENT TAUGHT BY Pictionary GAME AND CROSSWORD PUZZLE AT THE SECOND GRADE OF SMPN 01 KALIREJO

By

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This research was intended to find out the difference of students' vocabulary achievement between the students taught through Pictionary Game and through Crossword Puzzle, to find out which one gave better students' vocabulary achievement and what word type significantly improved after being taught by these two techniques.

This research is quantitative research using two groups of pretest and post-test design to find out the difference of the students' vocabulary achievement between the students taught through Pictionary Game and through Crossword Puzzle. The population of this research were the second grade of SMPN 1 Kalirejo in the first semester of 2016/2017 academic year. The samples of this research were the students in classes VIII.D and VIII.F who were selected by using purposive sampling. The data were collected using pretest and post-test of vocabulary. Independent Group T-test was used to test the hypothesis.

The result shows that there is a significant difference between the class which is taught through Pictionary Game and Crossword Puzzle. The class which is taught using Pictionary improved its mean score from 53.8 to 68.3. It shows that the students' vocabulary achievement is 14.5. On the other hand, the class which is taught through Crossword Puzzle improves its mean score from 59.1 to 79.8. It shows that the gain of students' achievement is 20.7. So, the students' vocabulary achievement who are taught using Crossword Puzzle is better than using Pictionary Game. The students who are taught using Pictionary Game get better improvement in class word noun and the students who are taught using Crossword Puzzle get better achievement in word class adjective.