

ABSTRACT

TEACHING VOCABULARY THROUGH PICTONARY GAME TO THE FIRST GRADE STUDENTS OF SMPN 1 WAY TUBA

By

Rilly Yaumil Akrimah

The purpose of this research is to find out students' vocabulary achievement after being taught through Pictionary Game. The quantitative research with pretest and posttest was implemented as the design of the research. The population of this research was the first grade students of SMPN 1 Way Tuba in the academic year 2016/2017. The sample of this research was class VII B which consisted of 17 students. In order to collect the data, vocabulary pretest and posttest was administered. The test was in form of multiple choice items covering noun and adjective. The data were analyzed by using Repeated Measure T-test in SPSS 16.0.

The mean score of posttest (74.88) was higher than the pretest (56.588) with the gain was 18.29 and it was significant at the level 0.05. It means that there was an improvement in the students' vocabulary achievement of noun and adjective after being taught through pictionary game. Briefly, referring to the result above, it can be said that pictionary game can be applied to improve students' achievement in vocabulary.