

## **ABSTRACT**

### **A COMPARATIVE STUDY BETWEEN STUDENTS' VOCABULARY ACHIEVEMENT WHO ARE TAUGHT BY USING CROSSWORD PUZZLE AND RIDDLE GAME AT SECOND GRADE STUDENTS OF SMP SWADHIPA 1 NATAR**

By

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The purposes of this research were to find out the difference of students' vocabulary achievement taught through crossword puzzle and riddle game, the method who improve the student's vocabulary the most, and students' appraisal about crossword puzzle and riddle in teaching learning process. This research was conducted at second grade of SMP Swadhipa 1 natar in 2016/2017 academic year. The samples of this research were two classes, VIII.A and VIII.B. In collecting the data, the researcher used vocabulary test and questionnaire.

This research was done in four meetings. In the first meeting, the teacher started the first meeting with giving pretest as media to find the students vocabulary achievement. In the second meeting, the researcher taught them about crossword puzzle in class A and riddle game in class B. After explaining they were asked to make a group that consist 4-5 students in each group, each group was given one topic from the teacher such as coconut tree, flower, vegetable, and etc. In the next meeting, the researcher explained how to make a crossword puzzle of topic that the teacher was give. After that the researcher asked them to answer crossword puzzle and riddle game and exchanged their paper to other group. In the last meeting, the researcher conducted post test and distributed questionnaire.

The results of this research showed that: first, there was difference in students' vocabulary achievement taught crossword puzzle and riddle game. It could be seen from their means score of post test of crossword puzzle class was 81,73 and riddle game class was 73,04 with t-value was 2.629, which the data significant based on t-table was at least 2.015 and  $0.00 < 0.05$ . It meant that there was significant improvement in students' vocabulary achievement taught through crossword puzzle and riddle game. The second result related to the second

research quotation. It showed that the students were satisfied with crossword puzzle and riddle game. In crossword puzzle and riddle game correction, all of the students agreed that the techniques helped them to learn English better, improved their vocabulary and helped them to recognize their lack.