ABSTRACT

**TEACHING VOCABULARY THROUGH PICTIONARY GAME TO
FIRST GRADE STUDENTS OF SMP AL-KAUTSAR BANDAR
LAMPUNG**

By

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The purposes of this research are to find out students' vocabulary achievement after being taught by using Pictionary Game, and to describe the process of the implementation of Pictionary Game in teaching vocabulary. The research was qualitative, and quantitative one. This research was conducted to the first grade students of SMP Al-Kautsar Bandar Lampung. One class was chosen as the sample of the research. In collecting the data, the researcher used vocabulary test, and observation. The data were analyzed by using Repeated Measures T-test in SPSS 17.0 with significant level of 0.05.

The result of the research showed that there is a significant difference of the students' vocabulary achievement after the implementation of Pictionary Game. The students' mean score of pretest and posttest increased 24 points after the implementation of Pictionary Game. Furthermore, the researcher found that the T-value is 7.199 and T-table is 2.056. Thus, it can be concluded that the students' vocabulary achievement significantly increased after the implementation of Pictionary Game.

Moreover, based on the observation, the implementation of Pictionary Game could bring the enjoyment to the students during the process of learning and reviewing vocabulary. Additionally, the implementation of Pictionary Game does not only boost students' motivation to memorize and understand the meaning of vocabulary, but also influences the students to be the problem-solvers, to be active and independent learners, and helps them to be creative thinking learners. Furthermore, the students could also teach and learn from each other, and form good interaction with their friends.