ABSTRACT

THE IMPLEMENTATION OF GUESSING GAME TO IMPROVE STUDENTS' VOCABULARY MASTERY AT SMPN 10 BANDAR LAMPUNG

By

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The aims of this study are to find out whether there is a difference of the students' vocabulary mastery after they are taught through guessing game, to find out which type of content word that improves the most after they are taught through guessing game and to find out whether there is a difference of the students' vocabulary mastery after they are taught through guessing game in each type of content word. It was a quantitative research which used one group pre test-post test design.

The population of this research was at the seventh grade students of SMPN 10 Bandar Lampung of academic year 2018/2019. The sample of this research was VII B which consists of 30 students. The research was conducted from January 9th to January 30th, 2019. The instrument was a vocabulary test. The result of students' vocabulary test was measured in terms of noun, verb and adjective. The data were analyzed by using Repeated Measures t-test in which the significance was determined by $p<0.05$. The result of this research shows that the value of significance is 0.000. It means H_1 is accepted since $0.000<0.05$. On the other hand, the increase also includes all types of content word, namely noun with gain 5.05, adjective with gain 4.60 and verb with gain 3.13. It was also found that there was a difference of the students' vocabulary mastery in each type of content word. It can be seen from the result of the hypotheses in terms of noun shows that the value of significance is 0.000. It means H_1 is accepted since $0.000<0.05$, in terms of verb shows that the value of significance is 0.000. It means H_1 is accepted since $0.000<0.05$ and in terms of adjective shows that the value of significance is 0.002. It means H_1 is accepted since $0.002<0.05$.

Based on the result, it can be concluded that there is a difference of the students' vocabulary mastery after they are taught through guessing game. The results also show that noun is tshe type of content word that improves the most among the other types of content word and there is a difference of the students' vocabulary mastery after they are taught through guessing game in each type of content word.

Keywords: vocabulary, types of content word, guessing game