ABSTRACT

THE IMPLEMENTATION OF TEXT TWIST GAME IN IMPROVING STUDENTS' VOCABULARY MASTERY OF THE ELEVENTH GRADE STUDENTS AT SMAN 1 BANDAR LAMPUNG

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Vocabulary is one of the most crucial language aspects which has to be learned when students are learning a language because vocabulary plays an important role in all English skills. There are four types of content words in vocabulary such as verbs, nouns, adjectives, and adverbs. In school, many students who are still lack of vocabulary. It is believed that one of the causes that leads to the problem is inappropriate teaching technique. Therefore, the researcher used text twist game in teaching vocabulary.

Related to the problem above, the aims of this study were to find out if there was any significant difference of students' vocabulary mastery after the implementation of text twist game, and to investigate which types of content words improved the most after the implementation of text twist game. The researcher used one group pretest and posttest design. The sample of this research was XI MIA 3 students at SMAN 1 Bandar Lampung. The instruments of this study were vocabulary pretest and posttest. The data were analyzed by using repeated measures t-test in which the significance level was determined by t-value>t-table.

The result showed that there was a significant difference of the students' vocabulary mastery after the implementation of text twist game since the t-value was higher than t-table (7.221>2.045). In addition, adverb was the type of content words which improved the most after the implementation of text twist game. This indicates that text twist game facilitates the students to improve their vocabulary mastery. Besides, there were some problems found during the implementation of text twist game such as noisy class situation, limited time allocation, and the lack of students' schemata about vocabulary. Briefly, the hypothesis proposed in this research was accepted. In conclusion, it can be said that text twist game can be used to improve students' vocabulary mastery.

Keywords: text twist game, vocabulary mastery, teaching vocabulary, content words, students' improvement