

ABSTRACT

The Effect of Bingo Games in Teaching Vocabulary to First Grade

Students of SMA YP Unila

By

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Vocabulary is one of the most important components to be mastered by English learners. Without having enough vocabulary, English learners cannot learn English very well. Many people want to learn English, but they are lack of vocabulary, thus it can make them difficult to master English subject.

The aims of this research were to find out whether there are good response and improvement of students' vocabularies between before and after being taught through Bingo game and all of the problems that were faced by the reasercher and students in using Bingo game as a technique for teaching Vocabulary. The sample of this research was the X ISOS4 class of the tenth grade of SMA YP Unila Bandar Lampung in the year 2013/2014.

The researcher applied one group pre-test post-test design with the instrument, was a vocabulary test. The result of the teaching vocabulary using Bingo Game showed that there were good responses and enthusiasm from students, and they students' posttest result was higher that of pretest, its gain was 21,5% after using Bingo Game. It means that there an improvement of the students' score after the teaching of vocabulary through Bingo Game. The last there are some problems faced by the reasercher and students, first, the problems of the researcher are: 1. It was too difficult to control the class, 2. Some of students still relied on their friend , 3. There were two or three students who were still busy with their activities. And the students also have some problem, those are: 1. Some of students had a difficulty to understand even it is a simple questions (synonym and antonym questions), 2. Almost of the students in the class could not catch the idea of the game when it was explained in English.