

ABSTRACT**THE USE OF CROSSWORD PUZZLE GAME TO IMPROVE STUDENTS' VOCABULARY MASTERY AT THE FIRST GRADE OF SMPN 3 NATAR****By****Vina Mustika**

The objectives of this research were to find out whether teaching by using crossword puzzle could give improvement toward students' vocabulary mastery and to find out the students responses in teaching vocabulary by using crossword puzzle. This research was conducted at the first grade of SMPN 3 Natar in Academic year 2021/2022. The 7B class which consists of 30 students were chosen as sample of this research. The design used quantitative approach. The instruments used in this research were vocabulary test that consisted pre-test and post-test in multiple choice to answer the first question and questionnaire to answer the second question. The test was given to know how far the students improve their vocabulary after the treatment. The data were analyzed by using SPSS 22.0. The result of this research showed that crossword puzzle could improve students' vocabulary mastery. It could be seen from the result of t-value (11.096) was higher than t-table (2.045) with the value of significant level $0.000 < 0.05$ which indicates that H_1 is accepted and H_0 is rejected. Moreover, the mean score of pre-test was (75.58) and the mean score of post-test was (84.29) it means that the students improved about (8.91) with the N-gain score was (0.38). In addition, the result of students' response showed that students gave positive response after the implementation of crossword puzzle game in teaching English. It could be seen from the result of the total score of the questionnaire of which the students mostly choose strongly agree and agree statements. So, It means that crossword puzzle game technique is good to be used in teaching vocabulary.

Keyword: Crossword Puzzle, Vocabulary, Response.