

TABLE OF CONTENTS

	Pages
ABSTRACT	i
TITLE	iii
ADVISOR APPROVAL	iv
ADMISSION	v
CURRICULUM VITAE	vi
DEDICATION	vii
MOTTO	viii
ACKNOWLEDGEMENTS	ix
TABLE OF CONTENTS	x
LIST OF FIGURE	xii
LIST OF TABLES	xiii
LIST OF APPENDICES	xv
I. INTRODUCTION.....	
1.1 Background of the Problem.....	1
1.2 Formulation of the Problem.....	5
1.3 Objectives of the Research	6
1.4 Uses of the Research	6
1.5 Scope of the Research	7
1.6 Definition of terms	8
II. FRAME OF THEORIES	9
2.1 Notion of Teaching English to Young Learners	9
2.2 Concept of Vocabulary	13
2.3 Concept of Teaching Learning Vocabulary	25
2.4 Concept of Game in Language Teaching.....	31
2.5 Concept of Guessing Game	37
2.6 Teaching Vocabulary through Guessing Game	39
2.7 Procedure of Teaching Vocabulary through Guessing Game...	41
III. RESEARCH METHOD	44
3.1 Setting	44
3.2 Procedures of Action Research	45
3.2.1 Planning	46
3.2.2 Action	46
3.2.3 Observation and Interpretation	46
3.2.4 Analysis and Reflection	47
3.3 Research Indicators	48
3.3.1 Learning Process	48

3.3.2	Learning Product	49
3.4	Instruments of the Research	49
3.4.1	Vocabulary Test	50
3.4.2	Observation Sheet	50
3.5	Data Analysis	51
IV.	RESULT AND DISCUSSION	56
4.1	Result	56
4.1.1	Cycle 1	56
4.1.2	Cycle 2	67
4.2	Discussion of the Findings	78
V.	CONCLUSIONS AND SUGGESTIONS	84
5.1	Conclusions	84
5.2	Suggestions	85
	REFERENCES	87
	APPENDICES	91