IMPROVING STUDENTS' VOCABULARY MASTERY AT SMPN 1 BANDAR MATARAM THROUGH SNAKE AND LADDER

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ABSTRACT

This study aims to find out whether there is any significant improvement in students' vocabulary mastery after the students were taught using the Snake and Ladder game. This game-based learning technique was designed to facilitate vocabulary usage and address common challenges students face in learning vocabulary. The subjects of this study were 30 eighth-grade students at SMPN 1 Bandar Mataram. Writing tests in the form of a pretest and a post-test of recount texts were applied to collect the data. This study used a quantitative approach with a one-group pretest-post-test design. The data were analyzed through a paired sample t-test to determine whether there was a significant improvement in students' vocabulary mastery and recount text writing. The results showed a significant improvement in students' writing achievement, with their mean score increasing from 58.43 on the pretest to 79.03 on the post-test, a gain of 20.84 points. Additionally, the Snake and Ladder game fostered an interactive and engaging learning environment, which increased students' confidence and motivation in using new vocabulary during writing activities. In conclusion, the Snake and Ladder game is an effective medium for improving students' vocabulary mastery and writing skills in recount texts.

Keywords: Snake and Ladder, vocabulary, game-based learning, recount text, writing skills