ABSTRACT

THE USE OF GO FISH GAMES TO IMPROVE STUDENTS'
VOCABULARY MASTERY AT THE SECOND GRADE OF SMP
TRINITAS BANDAR LAMPUNG

By

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This research aimed to find out whether there was a significantly improve of students' vocabulary mastery between pretest and posttest after the implementation of Go Fish Game as learning activities. This research was conducted by quantitative research using one group pretest and posttest design. The samples of this research were 30 students' in class 8-B at SMP Trinitas Bandar Lampung in the academic year 2024/2025. The data were collected using pretest and posttest of vocabulary test. In order to analyze the result, paired sample t-test was used to test the hypothesis. It was prove by the increase of the students' mean score in the pretest was 60.60 and the students' mean score in the posttest was 80.23. It showed that the gain of students' improvement was 19.63. The result showed that there was a significant difference of students' vocabulary with the significant level (0.00<0.05) and the t-value was (19.993) higher than t-table (2.0422). This research suggests that teaching vocabulary using Go Fish Game can facilitate students' to learn vocabulary.