

## **ABSTRACT**

### **INCREASING STUDENTS' VOCABULARY ACHIEVEMENT THROUGH GUESSING GAME AT THE NINTH GRADE OF SMP MUHAMMADIYAH 1 SENDANG AGUNG LAMPUNG TENGAH**

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Vocabulary is one of important elements in language learning in which it is used to develop learners' language skills. The learners will get difficulties in communicating or expressing their ideas if they lack of vocabulary. Therefore, the teacher has to use an appropriate technique that is able to raise the students' motivation students to learn vocabulary. There are many ways to teach vocabulary, one of which is guessing game. Guessing game can be used to make the students interested and enjoyable in learning English.

Therefore, the objective of this research was to find out whether there was a significant increase of the students' vocabulary achievement after being taught through guessing game. This research applied one group pretest-posttest design. The sample of the research was the grade IX students in academic year of 2011/2012. Vocabulary test in the form of multiple choices was used as the instrument of the research and repeated measures t-test was accomplished to analyze the data.

The results show that the students taught through guessing game seemed to be more enjoyable and interested in learning vocabulary since they response positive during teaching learning process. It can be seen from the increase of the students of the students' mean score. The students' mean score of the pretest was 47.07 while the mean score of the posttest was 61.81. After comparing the result of the pretest and posttest scores, it was found that there was a significant increase; the mean score students' of the pretest had increase 14.74. The researcher used the level of significant 0.05. The result of the computation shows that the value of two tailed significance was 0.000. It proved that the students' scores were significantly increase ( $p < 0.05$ ,  $p = 0.000$ ) and the students' active learning was better, so that the hypothesis proposed in this research was accepted. In other words, there is a significant increase of the student's vocabulary achievement after being taught

through guessing game. Therefore, a guessing game is recommended to be used by the teacher in increasing the students' vocabulary achievement.