

ABSTRACT

INCREASING STUDENTS VOCABULARY ACHIEVEMENT THROUGH CROSSWORD PUZZLE IN A GROUP WORK AT THE SEVENTH GRADE OF SMPN 10 BANDAR LAMPUNG

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Learning language can not be separated from learning vocabulary because the language itself consists of vocabulary. From that statement above, it is clear that people who learn a language will automatically learn its vocabulary.

The objective of this research is to find out whether crossword puzzle can increase the achievement of students' vocabulary in group work activity and also to investigate the process of teaching vocabulary by using crossword puzzle in group work activity. This research used one group pre test post test design. The population of this research was SMP N 10 Bandar Lampung. The sample of this reaserch was VII A in academic year 2010/2011. In collecting the data the writer administered the pretest, treatements and post test. Vocabulary test in multiple choices forms was used as the instrument of the research. The data was analyzed by using repeated measure t- test in Statistical Package For Social Science (SPSS) version 15.0 for windows program in which the significance was determined by $p < 0.05$.

The test result showed that the mean of pretest in the class that is given the treatments is 65.27 meanwhile the means score of post test is 80.90. After comparing the result of pre test and post test scores, it was found that there is an increase of students' vocabulary achievement: the gain of pre test and post test is 15.63. The result of t-test computation showed that t-ratio was higher than t-table ($t_0 > t_{tab}$), that is, ($15.220 > 2.042$). The hypothesis test $0.000 < 0.05$ is accepted. It can be stated that crossword puzzle game can increase students' vocabulary achievement in group work at the seventh grade of SMPN 10 Bandar Lampung. It is also supported by the process of the treatments which make the students' interested increased and more active.