

ABSTRACT

EVA FITRIA RAMADHANI. 2015. "The Use of Spelling Bee Game to Improve Students' Vocabulary Mastery" (An Experimental Study at The Second Grade in SMP TRIYASA Bandung)

Vocabulary learning is an important and indispensable part of any language learning process. Vocabulary becomes the main language element that student should master, because it is the key to understand what they hear and they read then communicate fluently with other people. Mastering vocabulary continually will help their ability in four main aspects; listening, reading, speaking and writing. There are so many teaching techniques which are available to be applied and teacher should choose the good one for sure. The researcher in this study focuses on using of Spelling Bee Game in vocabulary mastery which takes the second grade of SMP TRIYASA Bandung.

The aims of this research are to identify the students' achievement in vocabulary mastery using Spelling Bee Game and to identify students' achievement in vocabulary mastery using memorizing vocabulary. In addition, it is measured the significance of the difference between the students' achievement on vocabulary mastery using Spelling Bee Game and memorizing vocabulary.

Experimental method is used in this research. The researcher uses technique of tests. The tests are given to experimental class and control class. Pre-test and post-test are given to gain the data which is analyzed and compared for both the experimental class and control class. The researcher takes 76 students as sample of respondent, 76 students divided into two classes; 38 students in experimental class and 38 students in control class. This study finds out that vocabulary mastery of students would be successful and effective by using Spelling Bee Game.

Based on the data analysis, mean of the populations (experimental and control class) in the score of pre-test shows that both groups have different values score. They are 61.8 for experimental with the deviation standard 9.63 and 55.61 for control class with deviation standard 9.85. Thus, experimental class is relatively more heterogeneous and homogeneous than control class. Having given treatment, both classes shows different significance result of post-test. The data shows that experimental class has high mean than control class, they are 77.84 and 70.31 which indicates that the ability of experimental group is better than all control ones. The hypothesis result of this research showed $t_{count} = 2.56 < t_{table} = 2.64$ for Pre-Test, and $t_{count} 5.14 > t_{table} = 2.64$ for Post-Test. So, the hypothesis is H_0 is rejected and H_a is accepted. Finally, the study concludes that using Spelling Bee Game is good because there is a significant improvement in students' vocabulary mastery. In other word, students' vocabulary mastery by using Spelling Bee Game is effective.