

ABSTRACT

Abilla Chumaidi (2026): The Effect of Interactive Teacher Read-Aloud with Story Animation on Eighth-Grade Students' Vocabulary Mastery

This research aimed to examine the effect of Interactive Teacher Read-Aloud with Story Animation on eighth-grade students' vocabulary mastery at SMPN 1 Cireunghas. The research was conducted in response to students' limited vocabulary mastery, particularly their difficulty in understanding, retaining, and using English vocabulary in meaningful contexts. Therefore, Interactive Teacher Read-Aloud supported by Story Animation was implemented to provide contextual, interactive, and visually supported vocabulary instruction.

This research employed a quantitative approach using a pre-experimental one-group pretest–posttest design. The participants were 33 eighth-grade students from Class VIII-F at SMPN 1 Cireunghas. The research instruments consisted of a pre-test and a post-test, each containing 20 multiple-choice questions assessing students' vocabulary mastery. The collected data were analyzed using the Paired-Samples t-Test and N-Gain analysis with SPSS version 27.

The results of the Paired-Samples t-Test revealed a statistically significant difference between the pre-test and post-test scores ($p < .001$). The students' mean score increased from 62.88 on the pre-test to 85.91 on the post-test, representing an improvement of 23.03 points. These findings indicate that Interactive Teacher Read-Aloud with Story Animation had a statistically significant positive effect on students' vocabulary mastery.

Furthermore, the N-Gain analysis yielded a mean score of 0.6477, which was categorized as moderate, with an effectiveness percentage of 64.77%. These findings indicate that Interactive Teacher Read-Aloud with Story Animation was moderately effective in improving students' vocabulary mastery.

In conclusion, Interactive Teacher Read-Aloud with Story Animation had a positive and statistically significant effect on students' vocabulary mastery. Therefore, this instructional strategy can be considered a moderately effective alternative for improving vocabulary mastery among junior high school students in EFL classrooms.

Keywords: *Interactive Teacher Read-Aloud, Story Animation, Vocabulary Mastery, Pre-Experimental Design, EFL*