

## ABSTRACT

**Mentari KD: “(THE EFFECTIVENESS OF USING BINGO GAME TO INCREASE YOUNG LEARNERS VOCABULARY MASTERY (A QUASI-EXPERIMENTAL STUDY AT FOURTH GRADE OF SDN PABAKI VIII BANDUNG).**

There are many kinds of techniques in teaching learning vocabulary, bingo game is one of techniques which can solve the problem of student when the techniques is not interesting and make young learners feel hard to learn English vocabulary. The objectives of the research are: 1) to know young learners' vocabulary mastery achievement before using bingo game as a technique, 2) to know the young learners' vocabulary mastery achievement after using bingo game as a technique, and 3) to know how effective the use of bingo game as media to increase young learners vocabulary mastery.

The method used in this study was quantitative method and used quasi experimental study. This research used cluster random sampling to take population and actually one group experimental. This research was conducted at fourth grade of SDN Pabaki VIII as the subject of the research. The subjects of this research were consisted of 40 students. The data analysis in this research uses statistical procedure actually used pre-test and post-test as the instrument.

The result of this research includes the students' ability in mastering vocabulary after using bingo game as a technique is better than before using bingo game. It can be proven with the result of mean score of post-test from students who are taught after using bingo game as a technique is 76.75 and for students who are taught before using bingo game as a technique is 61.13. So it shows that there is a significant difference of students' abilities in mastering vocabulary when they are taught after using bingo game as a technique and before using bingo game. It is obtained that t table on significance 1% and  $df = 78$  is 2.64, while t count is 6.56 ( $6.56 > 2.64 = t \text{ count} > t \text{ table}$ ).  $H_0$  is rejected and  $H_a$  is accepted. In the other word, there is a significant difference between teaching vocabulary before and after using bingo game as a technique. Finally, it can be concluded that bingo game is effective to increase young learners' vocabulary mastery.

After analyzing the result, this research tries makes some suggestion for the teacher elementary school, bingo game is effective to increase young learners' vocabulary mastery and it can be alternative technique to teach vocabulary for young learners. For the student in elementary school, this technique can solve the problems which is feel hard to learn vocabulary. For the next researcher, the writer hope the result of this research can be used as additional reference.