

ABSTRACT

Anan, Mochamad Imran (2023). The Use of Charade Games to Improve EFL Students' Vocabulary Mastery: A Pre-Experimental Study at SMPN 03 Carita Junior High School

This research investigates the improvement of students' vocabulary mastery using charade games. Several problems were found in students' vocabulary mastery, such as a lack of motivation to master vocabulary, a lack of adequate environment to support vocabulary mastery, and the teacher still taught students without engaging media, which caused them to get bored quickly. Additionally, the researcher proposes a solution to solve vocabulary problems using charade games.

This research aims to determine the students' vocabulary mastery before engaging them in learning vocabulary through Charade games, to determine students' vocabulary mastery after engaging them in learning vocabulary through Charade games, and to acquire a significant difference in students' vocabulary mastery before and after involving in activities using Charade games.

This research applied a quantitative method with a pre-experimental design that consisted of one group pre-test and post-test. The research site of this research was SMPN 03 Carita. The population was 7th grade SMPN 03 Carita in the 2022/2023 academic years. The researcher used a non-random sampling technique with 24 students of class VII A as a sample. The data was collected by pre-test and post-test using written tests.

The data shows that the mean score of students's vocabulary mastery before using Charade games is 44.17 and the post-test score after using Charade games is 66.67. It means there is a significant improvement in students' vocabulary mastery after using the Charade games, and the score increased to 22.5 points. Additionally, the result of T-test was $t_{count} 13.01 > t_{table} 1.15$ with an explanation that H_a is accepted, and H_o is rejected. Moreover, the result of N-gain is 0,43, which is categorized as an average level.

As a result, there is a significant difference in students' vocabulary mastery using charade games. Thus, this study concluded that learning vocabulary using Charade games was beneficial and supported students in solving their vocabulary problems.

Keywords: *Vocabulary Mastery, Students, Charade Games*