ABSTRACT

Pinandini, Widya. 2018. The Use of Scattergories Board Game To Improve Students Vocabulary Mastery (A Quasi-Experimental Research at The Tenth Grade Senior High School Student of SMK Karya Budi Bandung in The Academic Year 2018/2019).

Keywords: 'Scattergories Board Game, Vocabulary Mastery

Vocabulary mastery is one of the most important things to make our communication fluent. One of the components that links listening, speaking, reading is vocabulary. If the students have limited vocabulary, it means that they will find difficulties in understanding English. It is caused by the lack of vocabulary and still depends on the teacher in the teaching learning process. Therefore, this research presents scattergories board game as method of teaching vocabulary.

The goals of this research are to know the implementation of scattergories board game and to find out the students' improvement after implementation of scattergories board game.

This research uses quantitative research with quasi-experimental study form. It engages experimental group (teaching vocabulary using scattergories board game) and control group (teaching vocabulary using direct learning method). This research takes two samples of 120 students by using a convenient non-random sampling method from tenth grade at SMK Karya Budi Bandung.

Therefore, quantitative data using statistical analysis is applied in this research. The data were collected using tests: pretest and posttes.

The result of this research includes the students' vocabulary mastery when they are taught by using scattergories board game is better than the direct learning method. It can be proven with the result of the average score of post-test from students who are taught by using scattergories board game is 75.44 and for students who are taught by using direct learning method is 51.02. Finally, the significant differences in students' vocabulary taught by scattergories board game and direct learning methods show significant differences.