

**THE USE OF SCRAMBLED WORD GAME
ON STUDENTS' VOCABULARY**

(A Study Conducted to the First Grade Students of SMP Negeri 3 Cikembar)

A PAPER

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Research Title:

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ABSTRACT

Vocabulary is the main aspect of a language that is difficult to be remembered. The learning process is often monotonous when the teacher teaches English to the students, since the teacher only asks the students to do the worksheet without giving any games to make them enjoy in learning. For that reason, the teacher needs an appropriate media that can offer fun learning process and attract the students' interest. One of teaching media is scrambled word game. The aim of this research is to investigate the use of scrambled word game on students' vocabulary. The population of this research is the first grade of *SMP Negeri 3 Cikembay*. The total number of sample is 10 students of class VII-B. The sample is chosen by simple random sampling technique. In conducting this research, the writer applies pre-experimental method and uses one group pretest-posttest design. The writer gives pre-test, two treatments, and post test to the students. Vocabulary test is given to measure the students' vocabulary in descriptive text as the topic. The data is analyzed by using t-test formula. Based on the calculation of the data, the mean of the difference is 12.6 and the total of deviation of difference is 764.4. Then, t-test value is 4.32. The t-table value at significant level 0.05 with the degree of freedom 9 is 2.26. Thus, the t-test value is higher than t-table value ($4.32 > 2.26$). It means that alternative hypothesis (H_a) is accepted and the null hypothesis (H_o) is rejected. In conclusion, the final result shows that the use of scrambled word game has an effect on students' vocabulary.

Key words: Media, word game, scrambled word game, vocabulary.