

# TEACHING VOCABULARY BY USING GAMES TO TENTH GRADE STUDENTS OF MA MADANIA BANTUL

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## ABSTRACT

This study entitled Teaching Vocabulary by Using Games to Tenth Grade Students of MA Madania Bantul is aimed at improving the students' vocabulary mastery. It belongs to Qualitative research or Classroom Action Research to be exact because the data are in form of words and are not analyzed by using statistical procedure. The data were taken from the students' pre-test, interviews, the students' post-test, and observations. The data were analyzed by Miles and Huberman's theory; data reduction, data display, and drawing conclusion. The result of the study shows that the teaching vocabulary by using games could improve the students' scores. The students' pre-test mean score was 60.3. The mean score of cycle I was 69.1 and the mean score of cycle II became 77.5. It means that teaching vocabulary by using games was successful. The atmosphere of the classroom became conducive. The students were more active, and brave enough to speak up. Most of the students paid attention to the researcher's explanation and could play the game well.

**Key words:** *teaching, vocabulary, game.*

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## ABSTRAK

Penelitian yang berjudul *Teaching Vocabulary by Using Games to Tenth Grade Students of MA Madania Bantul* ini bertujuan untuk meningkatkan penguasaan kosakata siswa. Penelitian ini termasuk Qualitative atau lebih tepatnya Penelitian Tindakan Kelas karena datanya berupa kata-kata dan tidak dianalisa menggunakan prosedur statistik. Data diambil dari nilai pre-test, wawancara, nilai post-test, dan observasi. Data dianalisa dengan teori Miles dan Huberman; data reduksi, data display, dan penarikan kesimpulan. Hasil dari penelitian ini menunjukkan bahwa pengajaran kosakata dengan menggunakan permainan dapat meningkatkan nilai siswa. Rata-rata nilai pre-test siswa adalah 60.3. nilai rata-rata pada siklus I adalah 69.1 dan nilai rata-rata pada siklus II menjadi 77.5. Itu artinya bahwa pengajaran kosakata dengan menggunakan permainan berhasil. Suasana kelas menjadi kondusif. Siswa lebih aktif, dan berani untuk berbicara. Sebagian besar siswa memperhatikan penjelasan dari peneliti dan dapat bermain permainannya dengan baik.

**Kata kunci:** *mengajar, kosakata, permainan.*