

THE EFFECTIVENESS OF SCRABBLE GAME TO IMPROVE STUDENTS' VOCABULARY MASTERY

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ABSTRACT

This study is entitled “The Effectiveness of Scrabble Game to Improve Students’ Vocabulary Mastery”. In this research, the writer use scrabble game as a media to increase students’ vocabulary mastery. The aims of the research are to investigate whether or not scrabble game is effective to improve students’ vocabulary mastery and also to know the students’ response by using scrabble game. The design used in this study was pre-experimental. The subject of the research was the fifth grade students of elementary school in Pameungpeuk, Bandung. The writer took one class as the sample which consist 32 students. The data was obtained by conducting pretest, posttest and questionnaire. Pretest was given to know the scores before treatment, and the posttest score was given to know scores after treatment. The result of pretest and posttest scores was analyzed through the t-test formula to find out whether or not scrabble game is effective. Based on the computation result by using t-test formula, with $df = N - 1 = 32 - 1 = 31$ at $p = 0.05$ of two-tailed, the critical value of t is 2.042. The findings showed that t-obtained is higher than t-table ($12.65 > 2.042$). It indicated that the null hypothesis (H_0) was rejected and the alternative hypothesis (H_a) was accepted. Based on the research findings, it can be concluded that scrabble game is effective for improving students’ vocabulary mastery. Furthermore, the results of questionnaires show that most students’ gave positive response toward the use of scrabble game. Scrabble game could not only improve their vocabulary mastery, but also motivate the students in learning English.

Keyword: Teaching, vocabulary, scrabble game, elementary school