ABSTRACT

Achmad Bagus Jufa S, 2020. *Improving Students' Vocabulary Mastery By Using Fly Swatter Game At Second Grade Of Smp Negeri 2 Ambulu In The 2019/2020 Academic Year.* Thesis. English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisor: (1) Anita Fatimatul Laeli M. Pd. (2) Nur Kamilah, M. Pd

Key Word : Vocabulary Mastery, Fly Swatter Game

One of the main chalenged faced by students in mastering and learning English was vocabulary. In order to master all the skills in English included speaking, listening, reading, and writing, they were afraid in learning English. Vocabulary was basic to mastery all English skills. Vocabulary was a unity of letters to be words which was formed by a set of user communities. Therefore, it is important to do a research entitled "Improving Students' Vocabulary mastery by Using Fly Swatter Game at SMP Negeri 2 Ambulu in the 2019/2020 academic year".

In this research, the problem is "How can Fly Swatter Game be implemented and improve students' vocabulary at SMPN 2 Ambulu in the academic year of 2019/2020? While the purpose of this research is to know the implementation of Fly Swatter Game for improve student's mastery vocabulary at SMPN 2 Ambulu in the academic year of 2019/2020

The design of this research is classroom action research. the model of the research uses four component they are planning, action, observation, and reflection. The research subject is VIII B class consisting of 31 students. The data are collected using test method, and the instrument used is test items, field notes and observation checklist. In order to analyze the data-students' vocabulary score, precentage formula is used.

The implementation of Fly swatter game was done in two cycles. All the students were active in teaching and learning activities, and they didn't feel bored again because they can compete with each other. Those caused the result of cycle two achieved the criteria of success.

Based on the research result, it can be concluded that Fly Swatter Game can be implemented and able to improve the students' vocabulary at eighth grade students of SMP Negeri 2 Ambulu in the 2019/2020 academic year.

The first cycle, mean score 77,82 with percentage 67,74% increased to 85,92 with percentage 87,10% in the second cycle. It is shown that the students' mastery vocabularies of adjective, noun and verb, related with people, animal and thing around