

## ABSTRACT

Chintyara, Putri Ery Audina, 2016, *The Effect of English Spelling Bee Games on Students' Vocabulary Mastery at MTsN 2 Bondowoso in the 2015/2016 Academic Year*. Thesis, English Education Program, Language and Art Education Department, Faculty of Teacher Training and Education, University of Muhammadiyah Jember. Advisor (1) Dr. Tanzil Huda, M.Pd (2) Indri Astutik, M.Pd

**Key Words:** Vocabulary Mastery, English Spelling Bee Games

Vocabulary is the most important thing that must be learned before others because language consists of words. To be able to use language students should know a great deal of vocabulary, not only to communicate verbally, but also in written form. It is important to remember that nouns, verbs, adjectives, adverbs, and prepositions are parts of vocabulary. There are many ways to learn and remember vocabulary, one of them is a game. Games can make the students have fun and enjoy learning, so that the students are easy to remember. One example of a suitable game to help the students is Spelling bee games. By using spelling bee, students are helped in building their vocabulary. They can improve their vocabulary through English spelling bee games. They can remember the words that teacher used in that games. In addition, this game can help the students think actively and creatively

The problem of this research is “Is there any significant difference on students' vocabulary mastery between those who are taught using English spelling bee games and those who are taught by using conventional learning at MTsN 2 Bondowoso in the 2015/2016 academic year?”

The kind of this research is experimental research, and the design of this research is Pretest-Posttest Control Group. The two groups of the respondents (experimental and control group) were taken by lottery that consist of 40 students in experimental group and 38 students in control group. To obtain the research data, the researcher used test, and form of the test is objective test. While the supporting data were collected by analyzing statically using t-test formula.

The result of data analysis showed that the significance value (Sig)  $\leq 0.05$  level of significance, there was  $0.000 \leq 0.05$ . it means that the alternative hypothesis was accepted. So, it can be concluded that there is significant difference on students' vocabulary mastery between those who are taught using English spelling bee games and those who are taught using conventional learning at MTsN 2 Bondowoso in the 2015/2016 academic year. From the result above it can be said that English Spelling Bee Games is one of the alternative techniques that the teacher can use to teach Vocabulary Mastery to the students in Junior High School.