ABSTRACT

Pradini, Dita Eka. 2016. *Improving Students' Vocabulary Achievement by Using Guessing Words Game of the Tenth Grade Students at SMA Muhammadiyah 2 Wuluhan in the 2015/2016 Academic Year.* Thesis. English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisor: (1) Drs. H.M. Zaki Hasan, M.si. (2) Indah Werdiningsih,M.Pd.

Key Words: *Guessing Words Game, Vocabulary*

Based on the preliminary study, the major problems is understanding the meaning of words were lack of vocabulary and structure mastery. To understand the words the students need mastering vocabulary. When the students understand well the meaning of words, it means they are also understand about the structure and explicitly they improve their vocabulary by understanding the words. However, many students still difficult to learn and master vocabulary because their motivation and active participation is low. In this case, the researcher wants to help the students improve their understanding of the words in blank words text form covers understand vocabulary. Therefore, it is important to do a research entitled "Improving Students' Vocabulary Achievement by Using Guessing Words Game of the Tenth Grade Students at SMA Muhammadiyah 2 Wuluhan in the 2015/2016 Academic Year"

There are two problems in this research, the problems are "How can guessing words game improve the tenth grade students' vocabulary achievement at SMA Muhammadiyah 2 Wuluhan in academic year 2015/2016?
and "How can guessing words game improve the tenth grade students' active participation of SMA Muhammadiyah 2 Wuluhan in academic year 2015/2016?" Based on the research problems and the relevant theory, the hypothesis of this research are "Guessing words game can improve the tenth grade students' vocabulary achievement at SMA Muhammadiyah 2 Wuluhan in academic year 2015/2016" and "Guessing words game can improve the tenth grade students' active participation at SMA Muhammadiyah 2 Wuluhan in academic year 2015/2016."

Classroom action research with the cycle model was applied in this research. The research subject is tenth grade which consist of 30 students. The instrument used the close test and observation checklist. Percentage formula is used to analyze the data that is students' close test score.

The implementation of guessing words game was using paperball game in cycle two. All of the students were active in teaching learning activities. The students more enthusiastic in learning, because they understand about the text, they could find the new vocabularies and the meaning from the text easily. The criterion of success is ≥ 70. It is success if 70% students can get the score of criterion of success. The result of students' close test scored ≥ 70 for the first cycle 61,8 % and second cycle 72,4 %

Based on the research result, it can be concluded that Guessing Words Game can improve students' vocabulary achievement and students' active participation at tenth grade students of SMA Muhammadiyah 2 in academic year 2015/2016.