

ABSTRACT

Wibowo, Aji. 2019. *Improving Students' Vocabulary Mastery by Using Pictionary Game at Seventh Grade of MTsN 5 Jember in the 2019/2020 Academic Year*. Thesis. English Language Education Program, Faculty of Teacher Training and Education, Universitas Muhammadiyah Jember. Advisor: (1) Anita Fatimatul L, M.Pd. (2) Indri Astutik, M.Pd.

Key Words: Vocabulary Mastery, Pictionary Game.

Vocabulary is central to English language teaching because without sufficient vocabulary students cannot understand others or express their own ideas. This research discussed about using Pictionary Game to improve students' vocabulary mastery of the seventh grade students at MTsN 5 Jember in the 2019/2020 Academic year. The students of 7A at MTsN 5 Jember in the academic year 2019/2020 was a lack of vocabulary in learning English subject. The students assume that English was difficult lesson, especially in vocabulary mastery.

In this research, there is a problem, it is "how can Pictionary Game improve students' vocabulary mastery of the seventh grade students at MTsN 5 Jember in academic year 2019/2020?" and "How can Pictionary Game improve students' active participations of the seventh grade students at MTsN 5 Jember in academic year 2019/2020?". Based on the problem, the research objectives are intended "To know how Pictionary Game can improve the students' vocabulary mastery of the seventh grade students at MTsN 5 Jember in academic year 2019/2020" and "To know how the implementation of Pictionary Game can improve students' active participations of the seventh grade students at MTsN 5 Jember in academic years 2019/2020. Based on the result of preliminary study and the minimum standard score requirement (KKM), the actions are considered successful if 70% of student meet or achieve the target score 70.

The design of this research is classroom action research. The research subject are the students at the seventh grade especially class 7A which consist of 28 students. The data collection using vocabulary test, observation checklist and field note. This research found that Pictionary Game could improve students' vocabulary mastery of the seventh grade students at MTsN 5. It was proven by the calculation score of the test which had been improved. In the first cycle, the test result of the test was only 64% or 18 of 28 students who got ≥ 70 , and 36% or 10 of 28 students who got ≤ 70 that did not achieve the target score. In the second cycle, the result of the test was 75% or 21 of 28 students got ≥ 70 and 25% or 5 of 28 students got ≤ 70 . This showed that most of the students could achieve the target score.

Based on the research result, it can be concluded that Pictionary Game can to improve the students' vocabulary mastery at seventh grade students of MTsN 5 Jember in academic year 2019/2020 by sketching a picture and pronouncing a difficult word and Pictionary Game can improve student active participation at seventh grade students of MTsN 5 Jember in academic year 2019/2020 by giving fun activity that make students enjoy and enthusiasm in teaching learning process.