

## ABSTRACT

Nuraini, Fathikhul Hidayah. 2019. *The Effect of Using Anagram Game on Seventh Grade Students' Vocabulary Mastery of MTs Negeri 5 Jember in 2018/2019 Academic Year*. Thesis. English Education Program, Faculty of Teacher Training and Education, University of Muhammadiyah Jember. Advisors: (1) Fitrotul Mufaridah, M.Pd (2) Kristi Nuraini, M.Pd

**Key word:** Vocabulary mastery, Anagram Game

This research is aimed to find the effect of using Anagram Game on seventh grade students' vocabulary mastery of MTs Negeri 5 Jember. The design of this research is quasi experimental research. The subject of this study were 44 students of the seventh grade of MTs Negeri 5 Jember consist of 22 students of VII E and 22 students of VII D. VII E class was chosen as the experimental group which was taught by using Anagram Game and VII D class was chosen as control group which was chosen by without using Anagram Game.

In the beginning of the research, both experimental and control groups were given pre-test to measure the ability of the students' vocabulary mastery in the form of a test consisted of 35 questions and post-test after the treatment. The hypothesis was tested using independent sample t-test. It is used the computer program SPSS 21 version.

The use Anagram Game could make students more motivated to study English and was effective in teaching learning process. Those caused the result of post-test experimental group achieved. It was seen from the mean score, in pre-test the mean was 44.09 increased to 78.18 in post-test. And the mean score of pre-test control group who was taught by without using anagram game was 45.86 and in post-test increased to 71.14.

Based on the result, it can be concluded that there is a significant effect in the students' vocabulary mastery of the students who were taught by using Anagram Game and who were without using Anagram Game. It means that the use Anagram Game has significant effect on the students' vocabulary mastery.