

BIBLIOGRAPHY

- French, A. V. (1986). *Techniques in Teaching Vocabulary*. New York: Oxford University Press.
- Hiebert, E. H., & Kamil, M. L. (2005). *Teaching and Learning Vocabulary, Bringing Research to Practice*. London: Lawrence Erlbaum Associates.
- Wright, A., Betteridge, D., & Buckby, M. (1996). *Games for Language Learning*. Cambridge: Cambridge University Press.
- Sugiyono. (2009). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Thornbury, S. (2002). *How to Teach Vocabulary*. United Kingdom: Pearson Education Limited.
- Bakhsh, S. A. (2016). *Using Game as a Tool in Teaching Vocabulary to Young Learners*. Canada: Canadian Center of Science and Education.
- Wahyuni, S. (2018). *The Use of Guessing Game in Improving Students' Vocabulary*. Makassar: Fakultas Ilmu Budaya Universitas Hasanuddin.
- Arief, D. R. (2017). *Improving Students' Vocabulary through Story Innovation Strategy*. Makassar: Perpustakaan Universitas Hasanuddin.
- Alevli, O. (2020). *A Game Activity for Improving Vocabulary: Design, Learn, Reinforce*. *Journal of Inquiry Based Activities*.
- Widianingsih, W., Jubaedah, D., & Laila, I. (2020). *Improving Vocabulary Mastery of Tenth Grade Students through Board Races Game in SMK YPKKP Cijerah Bandung*. *Professional Journal of English Education*.

- Sari, S. N., & Aminatun, D. (2021). Students' Perception on the Use of English Movies to Improve Vocabulary Mastery. *Journal of English Language Teaching and Learning*, 2(1), 16-22.
- Derakhshan, A., & Khatir, E. D. (2015). The effects of using games on English vocabulary learning. *Journal of Applied Linguistics and Language Research*, 2(3), 39-47.
- Pajo, M. N. (2017). Using Games to Improve Vocabulary Knowledge of The Eleventh Grade Students of Senior High School. Thesis. Yogyakarta: Sanata Dharma University.
- Koeswito, E. (2013). The Effectiveness of Colored Pictures and Storytelling Techniques in Teaching Vocabulary to the Third Grades of Elementary School Students. Thesis. Surabaya: Widya Mandala Catholic University.
- Donmus, V. (2010). The use of social networks in educational computer-game based foreign language learning. *Procedia-Social and Behavioral Sciences*, 9, 1497-1503.

A P P E N D I X E S

APPENDIX A

PRE-TEST

Name :

Student Number :

1. I feel cold, I want to wear___.
a. shorts b. a jacket c. high heels d. a cap
2. My father always reads..... every morning.
a. computer b. radio c. television d. newspaper
3. Something that you can find in your bedroom is a.....
a. Blackboard b. bed c. stove d. garden
4. Mrs. Lisa teaches the students. She is a.....
a. Students b. teacher c. driver d. headmaster
5. What is it?



- a. a blouse b. a cap c. a skirt d. a jacket

6. What are they?



- a. Sandals b. shoes c. high heels d. boots

7. What is it?



- a. A skirt b. a t-shirt c. a cap d. a blouse

8. What is it?



- a. A jacket b. a cap c. a skirt d. a blouse

9. What are they?



- a. Socks
heels b. boots c. sandals d. high

10. I want to wearin my head.

- a. Boots b. jeans c. cap d. t-shirt

11. I.....book every weekend.

- a. Talk b. read c. play d. eat

12. The meaning word “*kamus*” in English is

- a. book b. dictionary c. story book d. novel

13. The word “office” is the meaning of.....

- a. rumah b. kelas c. kantor d. taman

14. What is Beni doing?



- a. Reading b. eating c. playing d. sleeping

15. What is Rani doing?



- a. Sleeping b. studying c. watching d. reading

16. What is aToni doing?



- a. Reading b. sleeping c. singing d. watching

17. Kata “selamat pagi” merupakan bahasa inggris dari.....

- a. Good morning
b. Good afternoon
c. Good evening
d. Good night

18. Wow,Ilikethis food.Itisso.....

- a. delicious
b. bad
c. true
d. wrong

19. What is Doni doing?



- a. Reading

- b. Studying
- c. Sleeping
- d. Running

20. What is Fajar doing?



- a. Cooking
- b. Eating
- c. Running
- d. Reading

APPENDIX B

POST-TEST

Name :

Student Number :

Choose the correct answer from the option a, b, c, or d!

1. What is it?



- a. It's pens
- b. It's books
- c. It's eraser
- d. It's a schoolbag

2. is the place to study of our school.

- a. Canteen
- b. Field
- c. Classroom
- d. Bathroom

3. Wow, I like this food. It is so.....

- a. Delicious
- b. bad
- c. true
- d. wrong

4. The word "strong" is the meaning of

- a. Buruk
- b. Pintar
- c. tinggi
- d. kuat

5. I...to Bandung by plane.

- a. Go
- b. Do
- c. drive
- d. dive

6. What is it?



- a. it is an earth
- b. it is the moon
- c. it is the sun
- d. it is a globe

7. The carpet is I want to clean it.

- a. Large
- b. Shiny
- c. dirty
- d. soft

8. If we want to play badminton we must have...

- a. Marble
- b. Ball
- c. racket
- d. basket

9. What is it?



- a. it is a planet
- b. it is the moon
- c. it is the sun
- d. it is a globe

10. What is Toni doing?



- e. Sleeping
- b. studying
- c. watching
- d. reading

20. She is In the swimmingpool.

- a. Swimming
- b. Drinking
- c. riding
- d. diving

APPENDIX C QUESTIONNAIRE

Nama :

No. Absen :

Petunjuk:

1. Tulislah nama dan kelas di tempat yang telah disediakan.
2. Berilah tanda *checklist* (√) pada salah satu jawaban.
3. Jawablah dengan jujur sesuai dengan keadaan sebenarnya.
4. Jawaban tidak akan mempengaruhi nilai mata pelajaran bahasa inggris dan tidak diperkenankan bekerjasama dengan siswa lain dalam menjawab pertanyaan.
5. Terimakasih atas bantuan dan kerjasamanya.

No.	Pertanyaan	Sangat Setuju	Setuju	Tidak Setuju	Sangat Tidak Setuju
1	Saya merasa senang ketika mengikuti pelajaran bahasa inggris materi kosakata (<i>Vocabulary</i>)				
2	Saya mempunyai niat besar dalam belajar bahasa inggris.				
3	Saya tidak menemukan kesulitan dalam belajar bahasa inggris.				
4	Pelajaran bahasa inggris sangat penting untuk dipelajari				
5	Bagian terpenting dalam mempelajari bahasa inggris adalah penguasaan kosakata				
6	Saya tertarik dengan pengaplikasian 'game' dalam sebuah pembelajaran bahasa inggris				
7	Penerapan 'game' dalam kelas dapat mengurangi kebosanan saat belajar				
8	Game lebih efektif untuk meningkatkan kemampuan kosakata (<i>vocabulary</i>) saya				

9	Penggunaan 'game' dapat memotivasi saya untuk belajar bahasa inggris				
10	Saya merasa puas dengan media pembelajaran yang digunakan di kelas				

APPENDIX D

LESSON PLAN 1

School	: MTs. Babul Khaer Bulukumba
Class	: VIII B2
Skill	: Vocabulary
Time Allocation	: 90 Minutes

1. Indicator

Identifying the meaning of new vocabulary related to noun and verb.

2. Method

Word Match Game

3. Material

Focusing at noun

4. Procedure

- a) Introduction (15 minutes)
 - Greeting
 - Check the students' attendance list
 - Introduce the material and explain what they will do.
- b) Main activity (65 minutes)
 - The rules and procedure were explained to students.
 - The students were divided into several groups.
 - Each group is given 20 jumbled words items containing vocabulary and their meaning.
 - Each group is given time to pair each word for 10-15 minutes.
 - The result of the game is written on the blackboard to determine the winner of the game.
- c) Closing (10 minutes)
 - The researcher told the students about the material for the next meeting.
 - The researcher closed the meeting

APPENDIX E

LESSON PLAN 2

School	: MTs. Babul Khaer Bulukumba
Class	: VIII B2
Skill	: Vocabulary
Time Allocation	: 90 Minutes

1. Indicator

Identifying the meaning of new vocabulary related to noun and verb.

2. Method

Board Race Game

3. Material

Focusing at noun and verb

4. Procedure

- a) Introduction (15 minutes)
 - Greeting
 - Check the students' attendance list
 - Introduce the material and explain what they will do.
- b) Main activity (65 minutes)
 - The rules and procedure were explained to students.
 - The students were divided into several groups.
 - Each group should line up in front of the whiteboard.
 - Group members in the first row will hold a marker and will run the whiteboard to write the vocabulary they know and will be continued by other members.
 - Each group must write down as much vocabulary as possible until the game ends.
 - Students will be given 15-20 minutes to write vocabulary.
 - After the time is up, the teacher will count how much vocabulary has been written by each group.
 - The result of the game is written on the blackboard to determine the winners of the game.
- c) Closing (10 minutes)

- The researcher told the students about the material for the next meeting.
- The researcher closed the meeting

APPENDIX G
DOCUMENTATION



