

**THE EFFECTIVENESS OF GUESSING GAME IN TEACHING VOCABULARY (AN  
EXPERIMENTAL RESEARCH ON THE EIGHTH GRADE STUDENTS OF JUNIOR  
HIGH SCHOOL MA'ARIF NU 1 KEMBARANIN ACADEMIC YEAR 2016/2017)**



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**(An Experimental Research on The Eighth Grade Students of MTs Ma'arif  
Nu 1 Kembaran in Academic Year 2016/2017)**

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(An Experimental Research on The Eighth Grade Students of MTs Ma'arif Nu 1  
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## **DEDICATION**

This thesis is dedicated to:

1. My beloved father and mother, thanks for your love, your support, patient, guidance for me and for everything that you give to me. I'm very proud of being your son and you are the best in my life.
2. My beloved sister, Juwita and my brothers, Ade Witanto and Miftah Indradji. Thanks for your support and prayers.
3. All of my friends, thanks for your guidance
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*MOTTO*

*Success is the ability to go from one failure to another  
without losing enthusiasm*

*Happiness wants what you get*

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Purwokerto,                      March 2017

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## **THE EFFECTIVENESS OF GUESSING GAME IN TEACHING VOCABULARY**

**(An Experimental Research on the Eighth Grade Students of MTs Ma'arif Nu 1 Kembaran  
in Academic Year 2016/2017)**

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### **ABSTRACT**

The aim of this research was to find out the effectiveness of guessing game in teaching vocabulary. The treatment was conducted from 14<sup>th</sup> of Nopember up to 28<sup>th</sup> of November 2016 at MTS MA'ARIF NU 1 KEMBARAN. This method used in this research was experimental research. This experimental research involved: experimental class and control class in which each class consisted 28 students. The population of this research was 84 students of the eighth grade on the Mts Ma'arif Nu 1 Kembaran and the sample were class 8A as experimental class and 8C as control class. Test was used in collecting data, namely pre-test and post-test and instrument was tried out to part of population to know was validity and reliability. The test consist of multiple choices items. Statical calculation gave 52,46 as the mean score of pre-test and 72,67 as the mean score of post-test in experimental class. Meanwhile, the mean score of pre-test and post-test in control class was 52 and 65,61. So, there was improvement from pre-test and post-test as many of 20,21 in the experimental class and in the control class was 13,61. Furthermore, the data was analyzed by using t-test. Based on the computation, t-test result 2,877 and t-table was 1,673. It means that t-test result was higher than t-table ( $2,877 > 1,673$ ). It could be conclude that guessing game was effective in teaching vocabulary for eighth grade students of MTs Ma'arif Nu 1 Kembaran in academic year 2016//2017.

**Keywords:** effectiveness, guessing game, teaching vocabulary

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