

**THE EFFECTIVENESS OF CIRCLE GAME IN TEACHING  
ENGLISH VOCABULARY  
(An Experimental Research at Seventh Grade Students of SMP Negeri 4  
Purbalingga in Academic Year 2012/2013)**



**A THESIS  
Submitted to English Department as a Partial Fulfillment  
of the Requirement for S.Pd. Degree**

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## ABSTRACT

### **The Effectiveness of Circle Game in Teaching English Vocabulary (An Experimental Research at Seventh Grade Students of SMP Negeri 4 Purbalingga in Academic Year 2012/2013)**

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This study was aimed to find out the effectiveness of *Circle Game* in teaching English vocabulary. This study was conducted from 30th of April until 28th of June 2013 at SMP Negeri 4 Purbalingga in academic year 2012/2013. This research was quasi experimental research. The students involved in the research were 60 students which were divided into two classes. VII H was as experimental class which was taught by *Circle Game* and VII G was as control class which was taught by conventional way. The research used pre-test that was given before doing the treatment, questionnaire and post-test that was given after doing the treatment for collecting data. The test given was in the form of objective test, especially multiple choices and gap filling. In analyzing the data, t-test was used to obtain the result of the treatment. After giving the treatment, the mean score result of experimental class increased to 29, while the control class was only 11.67. Based on the computation, the result of t-test was 4.4805 while the value of t-table was 1.6715 with df 58. It meant that the result of t-test was higher than the value of t-table ( $4.4805 > 1.6715$ ) which showed that hypothesis made was accepted. It was also supported by satisfying result of the questionnaire which showed the percentage for all the indicators were above 75% and the average was 83.82%. Thus, it could be concluded that *Circle Game* was effective for teaching English vocabulary.