ABSTRACT

Widia Ningsih, Afni. 2014. Improving The Students’ Vocabulary Achievement by Using Scramble Game

This study deals with the Improvement of the students’ vocabulary achievement by using scramble game in junior high school. This research was conducted by applying Classroom Action Research with two cycles in six meetings. The subject of this study was a class in the second year students of SMP PAB 10 Medan. There were 23 students that participated in this research. The qualitative data were taken from the diary notes, interview sheet, observation sheet, and questionnaire sheet and the quantitative data was taken from the test result and done in a pre test and the two tests. The result of of the quantitative data indicate that the score of the students improved from cycle I to cycle II with a pre-test mean of 61.96, the test of cycle I was 68.74 and the test of cycle II was 74.26. The result of based on the data above, it can be concluded that the application of scramble game was significantly improved students’ vocabulary achievement.