

ABSTRACT

Putri, Yuliana. Registration Number: 2171121035. Developing Smart Guess Game Media to Teach English Students Vocabulary Ability at Seventh Grade of SMP swasta Pembangunan Nasional Pantai Labu. A Thesis. English Educational Study Program, State University of Medan, 2022.

The aim of this study was to developed the smart guess game media by using flashcard in descriptive text for seventh grade students at SMP Swasta Pembangunan Nasional Pantai Labu. This study was conducted by using Research and development (R&D) design through six stages : gathering data and information,need analysis,developing the media, validating to experts, revising and final product. the subject of the study was seventh grade students in SMP Swasta Pembangunan Nasioanal Pantai Labu. The data were gathered by administering interview to an English teacher and distributing questionnaire to 25 respondents to get the students' need . The questionnaire result prove that the students need english media by using smart guess game media using flashcard based on higher order thinking skillss (HOTS) in descriptive text which can help students enrich the vocabulary. The product has been validated by an English lecturer and an English teacher with the average score is 4.25. The product was categorized as “Very Good” smart guess game media by flashcard in descriptive text. The final product of this study was a set of developed students’s vocabulary by using smart guess game media by flashcard based on higher order thinking skillss (HOTS) in descriptive text. It also has key words and topics that are going to be done by the students in the first page of every part of the research.

Keywords: Vocabulary,Smart Guess Game,Higher Order Thinking

Skills(HOTS),Research and Development (R&D),Descriptive Text.

