

Using Hangaroo Game to Improve Students' Vocabulary Mastery

at SMPN 43 Surabaya

THESIS



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Demikian surat pernyataan ini saya buat dengan sebenar-benarnya.

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ABSTRACT

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The objective of this research is to improve students' vocabulary mastery through Hangaroo Game. This research was conducted at SMPN 43 Surabaya academic year 2018-2019 as the subject of researcher. The subject of this research were consisted of 30 students of the second grade in class VIII B. The research was conducted with Classroom Action Research. In conducting this Classroom Action Research, the researcher did two cycle. The instruments of collecting data were observation checklist and tests, which carried out in the end of every cycle.

Based on the result of this research showed that the students score improved from the first cycle until cycle II. From the result, the result of diagnostic test was showed that only 7% or 2 students of 30 students pass the test and reached the standard score of 78. The percentage of students' score in test of cycle I, there were 60% or 18 students who reached the standard score of 78. And the percentage of students' score in test of cycle 2, there were 90% or 27 students who reached the standard score of 78. There was improvements, from diagnostic test to the test of cycle II. Based on the observation, it showed that the enthusiasm and positive response students.

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