

**THE EFFECTIVENESS OF USING SCRABBLE GAME TO
IMPROVE VOCABULARY**

**(A Quasi Experimental Research of the Eighth Grade Students of SMP
Negeri 5 Pati in the Academic Year of 2014/2015)**

A FINAL PROJECT

**Presented as Partial Fulfillment of the Requirements
to Obtain the Sarjana Pendidikan Degree
in English Language Education**



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**ENGLISH EDUCATION PROGRAM
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