

**IMPROVING STUDENTS' VOCABULARY
MASTERY USING FLASHCARD in "KOTAK POS"
TRADITIONAL GAME**

**(The Case of the Seventh Grade Students of SMP Assirajiyah
Menur in the Academic Year 2013/2014)**

A Final Project

Submitted in Partial Fulfillment of the Requirement for the Degree of
Sarjana Pendidikan in English



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