

ABSTRACT

Qibtiyyah, mariyatul. 182070028 “THE USE OF ALPHABET GAME AS A TECHNIQUE IN TEACHING ENGLISH VOCABULARY TO THE FIFTH GRADE STUDENTS AT SD N 1 PURWOSARI SAYUNG DEMAK”. A final project, English Language Education Study Program, College of Languages Sultan Agung Islamic University. The first adviser: Prof. Dr. Warsono, M.A and the second adviser: Didik Murwanto,S.S., M.Hum.

Vocabulary is an important component in language acquisition. Teaching vocabulary is one of the fundamental factors that make it possible for a person to speak the language in a communicative way. The teacher has to be able to apply various techniques of teaching to make students interested in learning English.

This study report was written based on the research at SD N 1 Purwosari Sayung Demak. The objectives of this study are to know whether alphabet game as a technique gives the positive effect in teaching English vocabulary and to point out the significance of using alphabet game technique to the fifth grade students' vocabulary achievement.

In this study, the writer used quasi-experimental research design. Two intact groups, which had already been organized into two groups, were experimental group and control group. Both groups were treated differently. At the first meeting, both groups were given a pre-test. The experimental group was the group which was taught using alphabet game. At the beginning of the study, both groups were given the same test. Then, the treatment was given to the experimental group. At the end of the treatment both groups were given a post test.

The result on the pre-test showed that the two groups had the almost same mean scores. It was 76.3 for control group and 76.6 for experimental group. However, in the post-test they showed the different mean scores. The mean score of the control group was 78.5 and that of the experimental group was 83.3.

Based on the result on pre-test and post-test, it can be concluded that alphabet game technique gives a significant effect on teaching English vocabulary to the fifth grade students in relation to their achievement.

Key words: Elementary, Young learners, Technique, Vocabulary, Game