

## ABSTRACT

**Lafifah, Aniswatun. 2017.** *The Effectiveness of Using Chinese Whisper Game to Enhance Vocabulary Mastery of Young Learners of the Fifth Graders of MI Nurul Huda Sidokumpul.* A Final Project. Submitted to The English Education Department College of Language Sultan Agung Islamic University. Advisor: Choiril Anwar, M.Pd.

The purpose of this research was to find out whether the use of Chinese whisper game was effective to enhance vocabulary mastery of young learners of the fifth graders of MI Nurul Huda Sidokumpul. The method of this research was quasi experimental design because the researcher did not randomize on sample. Sample of this research consisted of 25 students of class VA as experimental group and 22 students of class VB as control group. The researcher used pre-test and post-test to the control group and experimental group to collect the data. The researcher used SPSS v.16.0 software program to analyze the data. The researcher used three steps in this research. They were: pre-test, treatment and post-test. The result of the pre-test and post-test of experimental group were 58.76 and 91.84, while the result of pre-test and post-test of control group were 60.36 and 70.27. The result of the analysis showed that sig (2 tailed) was  $0.000 < 0.05$ . It meant that there was a significant difference between the two means of post-test. It was concluded that  $H_0$  was rejected and  $H_1$  was accepted. So, using Chinese Whisper Game was effective to enhance vocabulary mastery of young learners.

**Keywords:** *Young Learners, Vocabulary, Chinese Whisper Game.*

## INTISARI

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Tujuan dari penelitian ini adalah untuk menemukan apakah penggunaan Chinese whisper game efektif untuk meningkatkan kosa kata pada siswa kelas MI.Nurul Huda Sidokumpul, Metode dari penelitian ini adalah quasi experimental design karena peneliti tidak menggunakan metode acak saat menentukan sample. Sample dari penelitian ini terdiri dari 25 siswa dari kelas VA sebagai group experiment dan 22 siswa dari kelas VB sebagai group control. Peneliti memberikan pretest dan post-test kepada kelompok control dan kelompok experimental untuk mengumpulkan data. Peneliti menggunakan aplikasi SPSS v.16.0 untuk mengolah data. Peneliti menggunakan tiga tahap dalam penelitian yaitu: pre-test, tindakan, dan post test. Hasil pre-test dan post-test dari kelompok experimental adalah 58.76 dan 91.84. Sedangkan hasil pre-test dan post-test dari kelompok control adalah 60.36 and 70. 27. Hasil pengolahan data menunjukkan bahwa sig (2 tailed) adalah  $0.000 < 0.05$ . Ini berarti bahwa ada perbedaan yang signifikan antara rata-rata nilai post-test dari keduanya. Dapat disimpulkan bahwa  $H_0$  ditolak dan  $H_1$  diterima. Jadi penggunaan Game Chinese Whisper efektif untuk menambah kosa kata terhadap pemula.

**Keywords:** *Pemula, kosa kata, game Chinese whisper.*