

## **ABSTRACT**

### **IMPROVING THE STUDENTS' VOCABULARY MASTERY THROUGH THE IMPLEMENTATION OF RIDDLE GAME AT THE SECOND GRADE STUDENTS AT SMP ISLAMIC AZIZI MEDAN**

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*Key words: vocabulary, riddle game*

The aim of the research is to find out the students' vocabulary mastery through the implementation of riddle game. The setting of the study is at SMP Azizi Medan and the subjects of this study are the students of the second year of SMP Azizi Medan. There were 22 students as the subject. Research method applied in this study is collaborative classroom action research. The data of this research was analyzed by using the means and percentages of the student's score and by using Miles and Huberman Technique for qualitative data. To establish the trustworthiness of the data, the researcher used triangulation source.

To finding of this research is that riddle game can improve the students ability in vocabulary mastery quantitatively and qualitatively.

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Finally, the researcher realizes that there are unintended errors in writing this thesis. The researcher allows the readers to give suggestion to improve its content in order to be made as one of the good examples for the next thesis.

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## TABLE OF CONTENTS

<b>CHAPTER I INTRODUCTION .....</b>	<b>1</b>
A. Background of the Problem .....	1
B. Identification of the Problem .....	5
C. Limitation of the Problem .....	5
D. Formulation of the Problem .....	5
E. Objective of the Study .....	6
F. Significance of the Study .....	6
<b>CHAPTER II THEORETICAL REVIEW .....</b>	<b>7</b>
A. Theoretical Framework .....	7
1. Vocabulary Mastery .....	7
a. Mastery .....	7
b. Vocabulary .....	8
2. Riddle Game .....	14
a. Definition.....	14
b. Principle.....	15
c. Design.....	18
d. Procedure.....	20
e. Advantages and Disadvantages .....	22
B. Related Study .....	24
C. Conceptual Framework .....	25
<b>CHAPTER III RESEARCH METHODOLOGY .....</b>	<b>26</b>
A. Research Setting .....	26

B. Data and Data Source .....	26
C. Research Method .....	27
D. Technique of Collecting Data .....	31
E. Technique of Analysing Data.....	33
F. Technique of Establishing the Trustworthiness .....	34
<b>CHAPTER IV RESEARCH FINDING AND DISCUSSION .....</b>	<b>36</b>
A. Research Finding .....	36
1. Preliminary Study.....	36
2. The First Cycle .....	38
3. The Second Cycle.....	41
<b>CHAPTER V CONCLUSIONS AND SUGGESTIONS.....</b>	<b>47</b>
A. Conclusion .....	47
B. Suggestions .....	48
<b>REFERENCES.....</b>	<b>49</b>

## **LIST OF APPENDIXES**

Appendix I	: Lesson Plan
Appendix II	: Pre Test
Appendix III	: Interview Sheet
Appendix IV	: Obshervation Sheet I
Appendix V	: Obshervation Sheet II
Appendix VI	: The Students' Score in Pre-Test of the First Cycle
Appendix VII	: The Students' Score in Post-Test of the First Cycle
Appendix VIII	: The Students' Score in Post Test of the Second Cycle
Appendix IX	: The Percentage of Students' Ability in Mastering Vocabulary by using Riddle Game in Pre-Test, Post-Test I and Post-Test II.
Appendix X	: The Test Measurement
Appendix XI	: Students' Attendance List