ABSTRACT

Suliyem. 2015. Improving Students' Vocabulary Mastery Through Riddle Game (A Classroom Action Research To The Eight Grade Students of MTs. Negeri Mempawah Hilir In The Academic year of 2014/2015)

The research was conducted in order to improving student's vocabulary mastery through riddle game (A classroom action research to the eight grade students of MTs. Negeri Mempawah Hilir in the academic year of 2014/2015).

This research was done by using Classroom Action Research method. This research was conducted at the Eight Grade Students of MTs. Negeri Mempawah Hilir. The researcher used purposive sampling as the sampling technique by choosing VIII A as research sample that consist of 34 students.

Technique of collecting data were observation technique and measurement technique. Field note, observation checklist, recording, and vocabulary test were as researcher' tools to collect the data. To analyze the data, the researcher used qualitative and quantitative analysis.

After the result of the test, field note, and observation checklist had been calculated and analyzed by the researcher, the results showed that the students' vocabulary mastery improved in each cycle. The result of field note, and observation also showed a positive response of the students during the implementation of Riddle Game in teaching vocabulary.

Based on the result above, the researcher concluded that Riddle Game could improve students' vocabulary mastery.

Keywords: Classroom Action Research, Vocabulary Mastery, Riddle Game Technique

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