# ABSTRACT

Maria Ulfa (521100053): Improving the Students' Vocabulary Mastery Through Spelling Bee Game (A Classroom Action Research to the Eighth Grade Students of SMP N 21 Pontianak in the Academic Year of 2015/2016).

This research was aimed to find out how Spelling Bee Game improves the students' vocabulary mastery, especially in determining the proper meaning and correct spelling of the words. In this research, the design was a Classroom Action Research which consisted of two cycles, each of which consisted of four meetings. Each cycle consisted of four phases; they were planning, acting, observing and reflecting. Then, the subject of research was the students of class VIII E of SMP N 21 Pontianak consisted of forty students. This research used observation and measurement as the technique of data collection, while the tools of data collection used were observation checklist, field note, and vocabulary test. Then, the data analyses used in this research were qualitative analysis to analyze the qualitative data and statistic descriptive used to analyze the quantitative data.

The result of this research showed that the students' vocabulary mastery was improved. It was proven by the findings which showed a significant improvement of students from cycle to cycle. The students were more active and enthusiastic in the learning process, even they were more confident in presenting the material in front of the class. The students were more interested in following the vocabulary learning process. The class climate was also more relief, fun and joyful. Then, the mean score of students also improved from cycle to cycle. It showed that the students' vocabulary mastery improved. Based on these results, the application of Spelling Bee Game recommended to teachers to create a fun atmosphere for students in learning English vocabulary for students will not be successful in learning if they do not enjoy the process of learning itself

Keyword        : *Spelling Bee Game, Classroom Action Research, Vocabulary Mastery*