ABSTRAK

Siti Larasaty, 2022, **The Use of Snake Word Ladder Game to Improve Students' Vocabulary Mastery In Seventh Grade Of Smp N 10 Mukomuko In Academic Year Of 2022/2023, English Department of English Education, Faculty Teacher Training and Education, Universitas Putra Indonesia "YPTK" Padang.**

Tujuan dari penelitian ini adalah untuk mengetahui bagaimana penerapan permainan snake word ladder dapat meningkatkan penguasaan kosa kata siswa dalam bahasa Inggris. Penelitian ini juga dilakukan untuk mengetahui respon siswa dalam menggunakan permainan ular tangga kata untuk meningkatkan keterampilan kosa kata. Rancangan penelitian yang digunakan adalah penelitian pre eksperimen dengan pendekatan kuantitatif, sedangkan penelitian ini menggunakan 25 siswa kelas VII B sebagai sampel. Data dikumpulkan melalui pre-test dan post-test. Berdasarkan hasil pengolahan data menunjukkan adanya peningkatan kemampuan kosa kata siswa di kelas VII B setelah diberikan perlakuan permainan snake word lader di kelas kosa kata. Hal ini ditunjukkan dengan nilai rata-rata post-test siswa (89,6) lebih besar dari pre-test (47,8). Kemudian, data dianalisis dengan menggunakan statistik uji-t. Dalam hal ini, peneliti menggunakan uji-t (uji signifikansi) untuk uji sampel, yaitu uji untuk mengetahui perbedaan yang signifikan antara hasil nilai rata-rata siswa pada pre-test dan post-test. Kemudian tabel menunjukkan hasil bahwa 11,66 > 2,069 hal ini menunjukkan bahwa hipotesis H1 diterima dan hipotesis (H0) ditolak. Berdasarkan hasil tersebut, peneliti menyimpulkan bahwa penguasaan kosa kata siswa kelas VII B SMP N 10 Mukomuko meningkat setelah diberi perlakuan (permainan kata ular tangga).

Kata kunci : Kosakata, Permainan, Permainan Tangga Kata Ular

ABSTRACT

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The purpose of this study was to find out how the application of snake word ladder game can improve students' vocabulary mastery in English. This research was also conducted to find out students' responses in using snake word ladder game to improve students vocabulary mastery. The research design employed was a pre-experimental study with a quantitative approach, while this study used 25 students of class VII B as a sample. The data collected through pre-test and post-test. Based on the results of data analisis, it showed an improvement in students' vocabulary mastery in class VII B after the treatment of using snake word ladder game in the vocabulary class. It was indicated by the students mean score of post-test (89,6) was greater than pre-test (47,8). Then, the data were analyzed by using t-test statistic. In this case, the researcher used a t-test (test of significance) for the sample test, which was a test to know the significant difference between the result of students' mean scores in pre-test and post-test. Then, the table showed results that 11,66 > 2,069 this indicates that hypothesis H1 is accepted and hypothesis (H0) is rejected. Based on the results, the researcher concluded that the students vocabulary mastery of class VII B SMP N 10 Mukomuko improved after treatment (snake word ladder game).

Keywords: Vocabulary, Game, Snake Word Ladder Game