

ABSTRACT

SABEINA (Student Number: 10535422209) 2014. *Using Bookworm Game on Teaching Vocabulary of the Grade Students of SMP IT Wahdah Islamiyah (An Experimental Research).* Thesis, Makassar: English education of English Department the faculty of teachers training and education, Muhammadiyah University (guided by Erwin Akib and Ummi Khaeraty Syam)

The aims of this study are to obtain information about (1) does the use bookworm game improve the students' vocabulary in term of adjective for the first grade student of SMP IT Wahdah Islamiyah? (2) does the use bookworm game improve the students' vocabulary in term of verb for the first grade student of SMP IT Wahdah Islamiyah?

The researcher used experimental method, the data was collected by using written test. In this case, a pre-test and post-test. The pre-test was given to the students to find out the students' improvement in reading (adjective and verb) process the treatment and the post-test was given to find out the students' improvement (adjective and verb) in reading process after the treatment. The population was the first grade students that consisted of 60 students in academic year 2014/2015. Meanwhile, the sample of this research taken by using simple random sampling which consisted of 28 students.

The research findings indicated that the improvement of the first grade students of SMP IT Wahdah Islamiyah, improved after the application of Bookworm Game Strategy. It was proven by the mean score of pre-test was 6,47 and post-test was 11,83 in adjective and verb mean score of pre-test was 5,85 and post-test was 9,24.