

ABSTRACT

Nur Fadilah 2024. Effectiveness of Students' English Vocabulary Through the Word Clap Game for Junior High School Students at SMPN 1 Sibulue (Pre-Experimental Research in Grade Seven of SMPN 1 Sibulue). Thesis. English Education Department, Faculty of Teacher Training and Education, Universitas Muhammadiyah Makassar. Supervised by Ratu Yulianti Natsir and Hijrah

The main problem in this research is how to use the Word Clap Game in vocabulary learning for students in seventh grade at SMPN 1 Sibulue. This research aims to find out whether the use of the Word Clap Game has an influence or not in vocabulary learning.

This research applies a pre-experimental method with a pre-test and post-test group design consisting of eight meetings including treatment. The population of this research is the seventh grade of SMPN 1 Sibulue which consists of 4 classes, the sample size is 20 students in class 7A and the sample was taken with purposive technique. Data obtained from the word matching test.

The researchers' findings showed that seventh grade students at SMPN 1 Sibulue had poor scores in the pre-test. After being given treatment, their vocabulary mastery increased significantly. The students' average score was 66.5 on the pre-test and 77 on the post-test. The results of testing the hypothesis of this research are (Sig (2-tailed) is 0.000), it can be concluded that the pre-test and post-test have $\text{sig} < \alpha$, and H_1 is accepted and H_0 is rejected.

It can be concluded that using the Word Clap Game is effective for increase students' vocabulary. Thus Word Clap Game can used by teachers as a technique for students learning English at school to improve their vocabulary. This game is simple and easy applied in learning and the uniqueness of this game does not require any equipment or preparation.

Keywords: word Clap Game, Vocabulary, Effectiveness