

ABSTRACT

Andi Tenri Wulandari A.M 2020. *The Effect of Word Clap Game in Learning Vocabulary (A Pre Experimental Research at the Seventh Grade of SMPN 1 Kajuara)*. Thesis. English Education Department, Faculty of Teacher Training and Education, Muhammadiyah University of Makassar. Supervised by Ratna Dewi, and Awalia Azis.

The main problem in this research was how the use of Word Clap Game gave effect for the students in learning vocabulary to the seventh grade at SMPN 1 Kajuara. This research aimed to know whether the use of Word Clap Game gave effect or not for the students in learning vocabulary.

The researcher used a pre experimental research with one group pretest and posttest design which consisted of eight meeting included the treatments. The population of the research was the seventh grade students of SMPN 1 Kajuara consist of 8 classes, the number of sample were 20 students in class 7C and the sample was taken by using purposive sampling technique. The data was obtained by matching the words test.

The research findings showed that the seventh grade students of SMPN 1 Kajuara had poor score in pretest. After treatment, their vocabulary mastery increased significantly. The students' mean score were 41.75 in pretest and become 76.10 in posttest. The result of hypothesis testing of this research was (Sig (2-tailed) was 0.000, because of $\text{Sig} < \alpha$ ($0.000 < 0.05$), it can be concluded that pretest and posttest has $\text{sig} < \alpha$, and H_1 was accepted and H_0 was rejected.

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

Keywords: Word Clap Game, Vocabulary, Effect.