

## ABSTRACT

*Andina. 2019. The use of word claps game to improve the students' vocabulary mastery at the second grade of SMP Negeri 1 Mattirosompe, Supervised by Bahrin Amin and Saiful.*

This research was aimed to improvement the students' vocabulary mastery by using word clap game at the second grade of SMP Negeri 1 Mattirosompe.

This research applied a quantitative method in form of experimental design that spending two months period of time for the data collection by using pretest, treatment and posttest. The data was taken from 30 students by using purposive sampling technique of the second grade of SMP Negeri 1 Mattirosompe to find out improvement the students vocabulary mastery on the use of word clap game.

The result of this research, the researcher got students vocabulary was significance difference between the mean score pretest and posttest. And the mean score of pretest was 60, 7 and posttest was 81. And the improvement from pretest and posttest was 33%. Then the calculating the t-test value for vocabulary was 12,2 and t-table was 2.045.it means that t-test was greater than t-table or  $12.2 > 2.045$ . The alternative hypothesis ( $H_1$ ) was accepted and the null hypothesis ( $H_0$ ) was rejected.

**Keywords:** Word claps game, students' vocabulary