

## ABSTRACT

**ULVAH SARI. 2019.** *Increasing Students' Vocabulary by Using Eye-Spy Game and Engage, Study, Activate (ESA) Method at the First Grade of MTS Aisyiyah Sungguminasa (An Experimental Research).* A thesis of English Departement the Faculty of Teacher Training and Education, Muhammadiyah University of Makassar. Guided by Sulfasyah and Farisha Andi Baso.

The objective of the research is to increase student's vocabulary by using Eye-Spy Game and Engage, Study, Activate (ESA) Method that focused on noun and verb. Finding determine that there are significance difference of the students' vocabulary before and after teaching through Eye-Spy Game and Engage, Study, Activate (ESA) Method could significantly increase the students' vocabulary.

The researcher applied Pre-Experimental method. The data were collected by giving pre-test and post-test. The population of the research consisted of 89 and the sample of the research was the first grade of MTS Aisyiyah Sungguminasa, academic year 2018/2019 which consisted of 30 students. The sample was taken by using purposive sampling technique.

The result of the research showed that the students vocabulary in pre test and post-test difference significantly. After giving the treatment, their vocabulary significantly improved. The result of the research obtained by the students through pre-test was 61.46 and post-test was 74.06. The value of the t-test was greater than t-table ( $6.37 > 1.699$ ). It indicated that the alternative hypothesis ( $H_1$ ) was accepted and the null hypothesis ( $H_0$ ) was rejected. It can conclude that the use of Eye-Spy Game and Engage, Study, Activate (ESA) Method is effective to increase students' vocabulary.

**Key word:** *Eye-Spy Game, Engage Study Activate (ESA) Method, Vocabulary, Pre-Exnerimental Research*