

## ABSTRACT

**Kusherdianti Haeri. 2019. The Implementation of Spelling Bee Game to Improve the Students' Vocabulary Mastery (A Pre-Experimental Research at the Seventh Grade Students of SMP Aisyiah Paccinongan)** (supervised by Nurdevi Bte Abdul, and Saiful).

This research aimed at finding out the improvement of the students' vocabulary mastery by using spelling bee game. The researcher used pre-experimental method with one group pre-test - post-test design, and collected the data based on the test. The sample of the research was the seventh grade students which consisted of 25 students. The sample was taken by using purposive sampling technique.

The finding of this research showed that the seventh grade students of SMP Aisyiah Paccinongan have very poor score in pre-test. After conducting the treatment, their vocabulary mastery increase significantly. The result of the research showed that the mean score obtained by the students through post-test (74.56) was higher than pre-test (30.56) with the t-test value vocabulary skill is greater than t-table ( $14.52 > 2.06$ ). Vocabulary mastery improved 44%, by using spelling bee game. Therefore, the researcher concluded that the improvement of the students' vocabulary mastery using spelling bee game was significant improved.

Keywords: Vocabulary, Spelling Bee Game.