

ABSTRACT

Noor Sa'adah. 2019. *The Effectiveness of Pelmanism Game for The Third Grade Students' Vocabulary Mastery.* Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisors: (I) Rahmila Murtiana, SS., MA, (II) Sovia Rahmaniah, M.Pd

Keywords: Effectiveness, Pelmanism, Vocabulary Mastery

This thesis describes the effectiveness of pelmanism game for the third grade students' vocabulary mastery. The research question of this study was "Is there any significant effect of pelmanism game for the third grade students' vocabulary mastery at SDN Benua Anyar 10?" The objective of this research was investigating the significant effect of Pelmanism Game for the third grade students' vocabulary mastery.

The research used pre experimental research method. This research was conducted in SDN Benua Anyar 10 Banjarmasin. The population of this reserach were students of the third grade students at SDN Benua Anyar 10 in academic year 2018/2019. The research used saturated sampling as the technique of the sampling. This research was employed one-group pretest-posttest design it is no randomization and no control class because there is only one class. Data analysis was conducted by using t-test with SPSS 22 program to test the hypothesis.

The result showed that different mean score of students' vocabulary mastery before taught using pelmanism game was 52.17. Meanwhile, the mean score of students' vocabulary mastery after taught using pelmanism game was 82.83. The result of counting score using T-test showed that $t_{count} (13.887) > t_{table} (2,074)$. The result of calculation indicated that H_a was accepted and H_o was rejected. The finding showed that Pelmanism Game was effective used in teaching vocabulary mastery for it could upgrade the students' vocabulary mastery.