

ABSTRACT

Murniati. 2017. The Effectiveness of Using Whispering Game In Teaching Vocabulary Thesis, English Education Department, Faculty of Tarbiyah and Teachers Training. Advisors: (1)DrRidhaFadillah,M.Ed. (II) Hj. Nur Laila Kadariyah,S.Ag. M.Pd.

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This research is entitled “The Effectiveness of Using Whispering Game in Teaching Vocabulary”. The objective of this research is to find out the result of teaching-learning process on students’ vocabulary achievement in teaching vocabulary by using or not whispering game of MTs Al-Istiqamah Pengembangan Banjarmasin.

This research is an Experiment research which the data is analyzed quantitatively. The population of this research is 32 students of the eighth grade students of MTs Al-Istiqamah Pengembangan Banjarmasin. Then, 32 students become the sample. The instrument of collecting data is objective test, fill in the blank and matching to measure the students achievement in their vocabulary. Furthermore, T formula is used in order to find the effectiveness between using whispering game and vocabulary achievement.

The results of this research showed that (1) students’ vocabulary achievement on experiment class is significant. The result of the pre-test in experiment class is 810 and post-test is 1290 with significant value is higher than significant level. (2) students’ vocabulary achievement on control class is significant. The result of the pre-test is 900 and post-test is 1110 with significant value higher than significant level. Using whispering game in teaching vocabulary of MTs Al-Istiqamah Pengembangan Banjarmasin is effective because both of the class increase in the mean score, which is mean of experiment class is 78,75 and mean score of control class is 58,75.