

**THE USE OF HANGMAN GAME AS A STRATEGY
TO IMPROVE STUDENTS' ABILITY IN ENGLISH VOCABULARY:
DESCRIPTIVE STUDY OF GRADE 9 STUDENTS
IN *GROW ENGLISH COURSE***

TERM PAPER



STRATA ONE (S-1) OF ENGLISH LANGUAGE AND CULTURE

FACULTY OF HUMANITIES

DARMA PERSADA UNIVERSITY

JAKARTA

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Submitted in partial-fulfilling for obtaining

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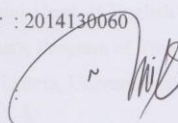
INTELLECTUAL PROPERTY STATEMENT PAGE

I hereby declare that the term-paper entitled 'The Use of Hangman Game as a Strategy to Improve Students' Ability in English Vocabulary: Descriptive Study of Grade 9 Students in *Grow English Course*' is the result of my own work and not half or total plagiarism of another works, the contents has become my responsibility. All the sources quoted or referenced have been stated correctly.

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Date : August 01st, 2019

TEST FEASIBILITY APPROVAL PAGE

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has been approved by Advisor, Reader, and Head of English Department to be examined in front of the Board of Examiners, Program of Study Strata One (S-1)



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APPROVAL PAGE

The term-paper on August, 20th, 2019 has been fully tested and defended in from of

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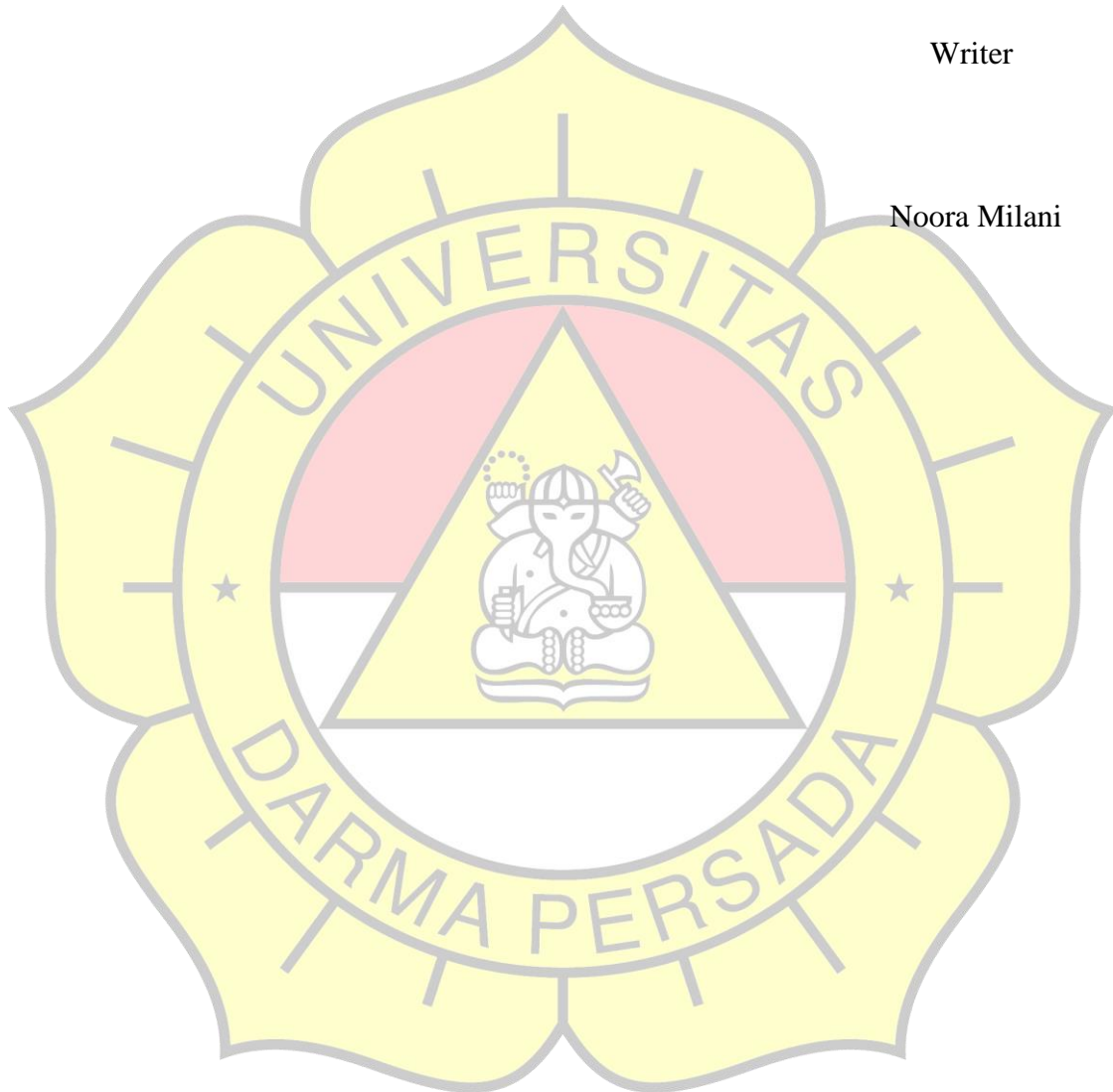
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The writer realizes that this term-paper is far from perfection. Suggestions and construction criticism are welcome to improve this term-paper. At the end the writer hopes this term-paper will be useful and provide guidance to the students who will carry out the research as well as to the various parties that need.

Jakarta, August 01st, 2019

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ABSTRACT

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Program of Study : S1 of English Literature
The Title : The Use of Hangman Game as a Strategy
to Improve Students' Ability in English Vocabulary:
Descriptive Study of Grade 9 Students in *Grow English*
Course

Indonesian students usually feel bored in vocabulary lessons because they have not changed their learning habits, such as writing words on paper, trying to learn by heart or learning passively through the teacher's explanations. To help students find language classes, especially vocabulary lessons more interesting, and to achieve more from games, we conduct action research to find the answer to the question, "Do games help students learn vocabulary effectively, and if so, how?" However we single out the component of games to study that in isolation. We begin action research which includes applying games in our own classes, observing other teachers' classes, and interviewing both teachers and learners so as to elicit students' reactions, feelings and the effectiveness of games in vocabulary learning. The research shows they are effective in helping students to improve their vocabulary building skills.

Keywords: *Vocabulary, Games, Improve skill.*

ABSTRAK

Nama : Noora Milani
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to Improve Students' Ability in English Vocabulary:
Descriptive Study of Grade 9 Students in *Grow English*
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Siswa Indonesia biasanya merasa bosan dalam pelajaran kosakata karena mereka tidak mengubah kebiasaan belajar mereka, seperti menulis kata-kata di atas kertas, mencoba belajar dengan hati atau belajar secara pasif melalui penjelasan guru. Untuk membantu siswa menemukan kelas bahasa, terutama pelajaran kosakata yang lebih menarik, dan untuk mencapai lebih dari permainan, kami melakukan penelitian tindakan untuk menemukan jawaban atas pertanyaan, "Apakah permainan membantu siswa belajar kosakata secara efektif, dan jika demikian, bagaimana?" Namun kami memilih komponen permainan untuk mempelajari itu secara terpisah. Kami memulai penelitian tindakan yang termasuk menerapkan permainan di kelas kami sendiri, mengamati kelas guru lain, dan mewawancarai guru dan siswa sehingga menimbulkan reaksi siswa, perasaan dan efektivitas permainan dalam pembelajaran kosakata. Penelitian menunjukkan mereka efektif dalam membantu siswa untuk meningkatkan keterampilan membangun kosakata mereka.

Kata kunci: Kosakata, Permainan, Peningkatan keterampilan.

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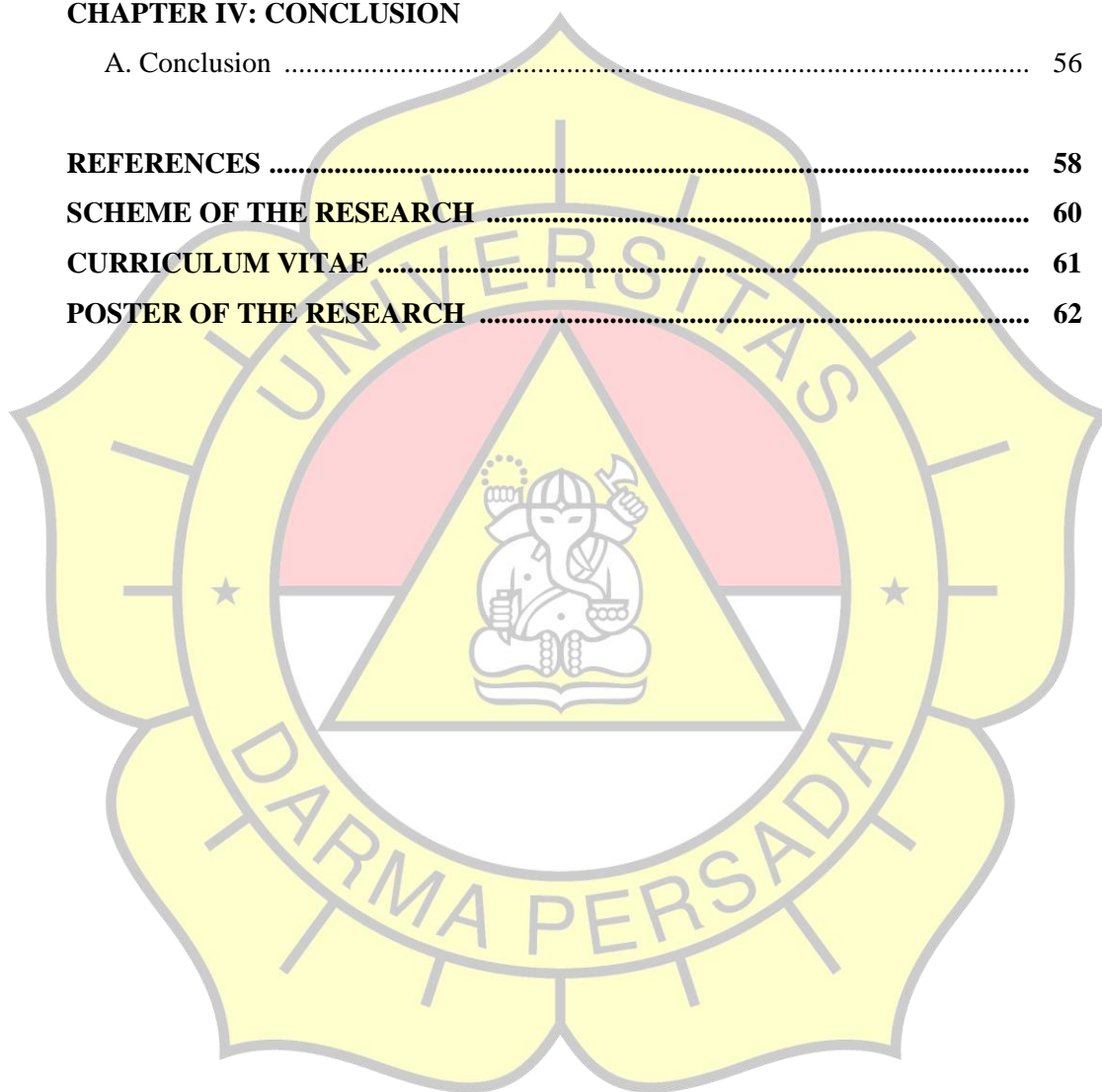
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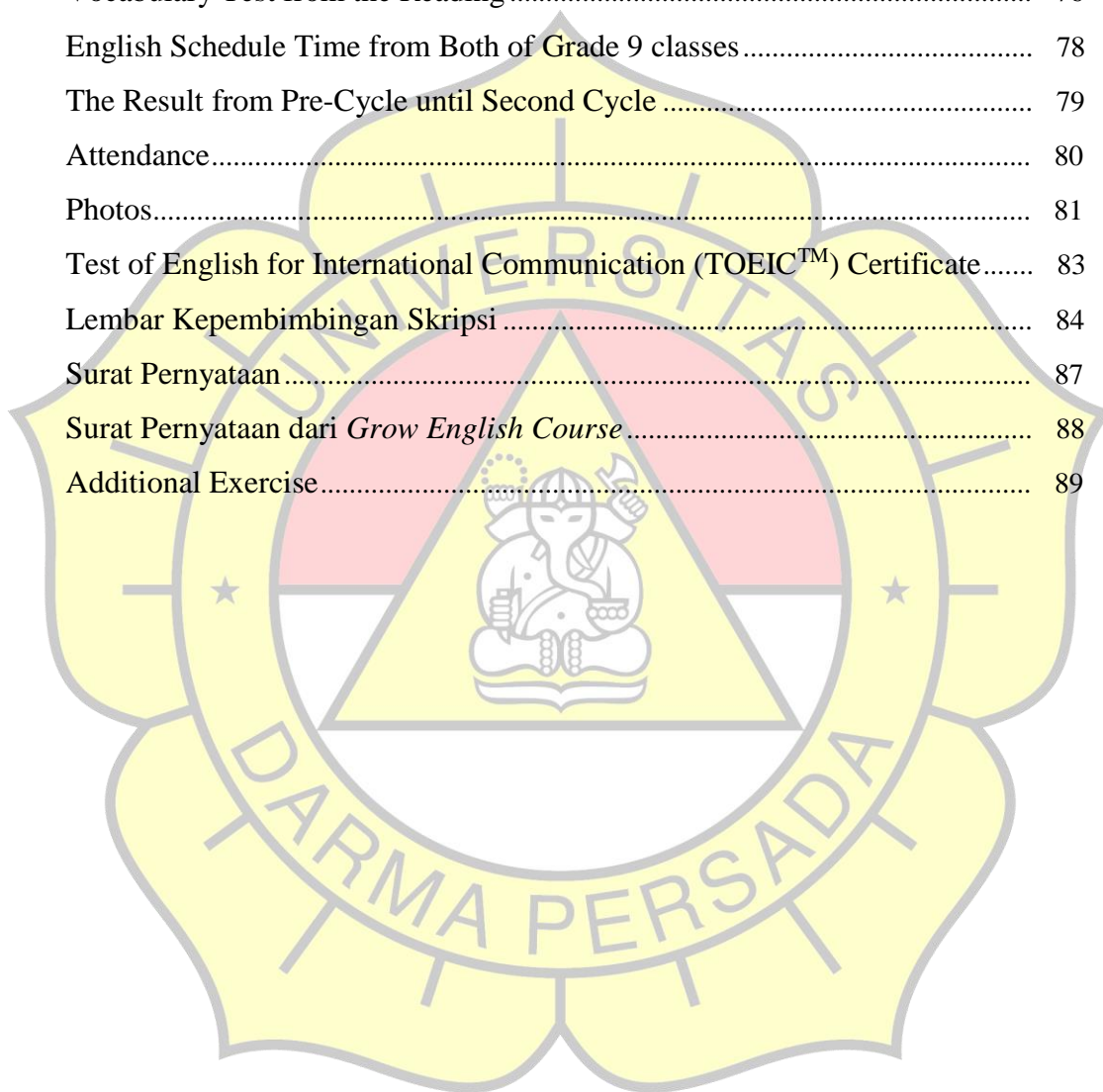
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