

**INCREASING STUDENTS' VOCABULARY MASTERY BY USING
SCATTERGORIES GAME AT THE TENTH GRADE
STUDENTS OF SMAN 1 BLANGPEGAYON
KABUPATEN GAYO LUES**

SKRIPSI

Submitted in Partial Fulfillment of the Requirement for the Degree
of "Sarjana Pendidikan" (S1)

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UNIVERSITY OF BINA BANGSA GETSEMPENA
BANDA ACEH**

2025

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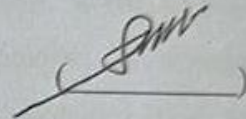
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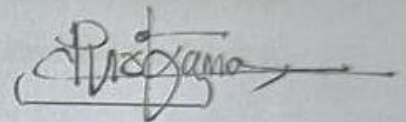
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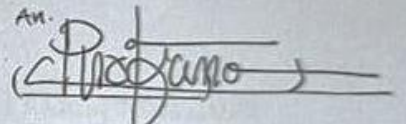
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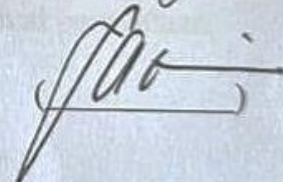
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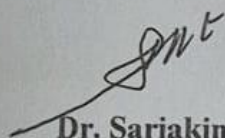
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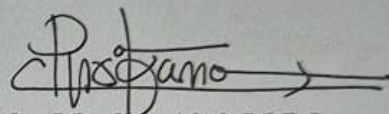
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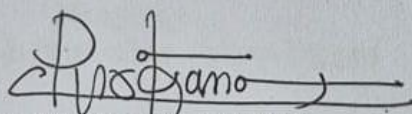
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Yang membuat pernyataan,



PERSEMBAHAN

Segala puji dan syukur kami panjatkan kehadirat Allah SWT. Dan kami berharap semoga Allah SWT melimpahkan rahmat-Nya sehingga penulis dapat menyelesaikan tesis berjudul "Increasing students' vocabulary mastery by using scatergeries Game". Tesis ini disusun sebagai salah satu syarat untuk memperoleh gelar sarjana pendidikan di program studi pendidikan Bahasa Inggris, arsitektur pendidikan, dan ilmu pendidikan. Shalawat dan salam kami panjatkan kepada Nabi Muhammad SAW. Semoga kita semua mendapatkan manfaatnya di Yaumul Akhirat.

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Banda Aceh, December 17th, 2025



(Maisyarah)

ABSTRACT

Maisyarah. 2025. Increasing Students' Vocabulary Mastery by Using Scattergories Game at the Tenth Grade Students of SMA Negeri 1 Blangpegayon Kabupaten Gayo Luwes. University of Bina Bangsa Get Sempena. Advisor I. Dr. Sariakin, M.Pd. Advisor II. Rizka Marlisa Aini, M.Pd

The method used in teaching influences the success of teaching learning process. If the method used by teachers in teaching learning process is not comfortable thus it will make the students get problem in learning English especially in learning vocabulary. Therefore, many students get still difficulties in mastering vocabulary. This problem is also faced by the tenth-grade students of SMA Negeri 1 Blangpegayon Kabupaten Gayo Luwes in mastering vocabulary. Next, the aim of this research is to find out if the use of Scattegorries game can improve students' vocabulary of SMAN 1 Blangpegayon. Then, this research is conducted by using quantitative research in case of experiment research method. Next, the design used in this research is pre-experiment; one group: pre-test – post-test. In this design, there is one class; pre-test is conducted before treatment and post-test is conducted after treatment. This treatment is made for experiment to determine the effects of a given treatment. The population of this research is the tenth-grade students of SMAN 1 Blangpegayon in academic year 2022/2023. The total population is 148 students who are composed of six classes; class X IA1, class X IA2, class X IA3, class X IS1, class X IS2, and class XII IS3. Every class consisted around 28 students. Meanwhile, the sample of this research is the students of class X IA1 which was taken purposively. The students of class X IA1 was taken as the sample of this research because the students were active and enthusiastic than the students of the other classes. The class X IA1 consisted of 28 students. Thus, the total sample was 28 persons. In addition, the result of the research shows that the use of Scattegorries game can improve students' vocabulary of SMAN 1 Blangpegayon. It is proved by the result of N-Gain score calculation and the result calculation are 0.65. Therefore, the students' ability in mastering vocabulary increases 65% after they are taught by using Scattegorries game. Furthermore, based the result of the research, the teachers are suggested to apply Scattegorries game in teaching vocabulary because it can improve the students' ability in mastering vocabulary and it is more effective than conventional methods.

Key Words: Increasing, Vocabulary Mastery, Scattergories Game

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