

ABSTRACT

Febian Nechalliza Permana. 2017. **The Effectiveness of Sandwiches Game Technique in Improving Students' English Vocabulary (A Quasi Experimental Study at 7th Grade Students of SMP Mekar Arum Kabupaten Bandung)**

This research was underlined based on observations from the research location that showed the presence of a variety of problems, including the lack of students' vocabulary skill to learn English. It caused students tend to be passive and faced some difficulties in learning English. One of the reasons is the technique used in teaching learning English at that school is not effective and boring. Therefore, it needs an alternative teaching learning technique to improve students' vocabulary.

This research is mainly aimed to know the effectiveness of Sandwiches Game technique in improving students' English vocabulary. Thus, the hypothesis used in this research is there is significant difference between students' vocabulary who are taught by applying Sandwiches Game technique and those who are taught without applying it, which used memorizing technique. In the other hand, Sandwiches Game technique is more effective to improve students' English vocabulary.

This research used quantitative method. The technique to collect data used vocabulary test. This research was done at the seventh grade of SMP Mekar Arum Kabupaten Bandung and the samples of this research was two classes, 7C as the control class and 7D as experimental class. In this research, pre-test, treatment and post-test were conducted to experimental and control classes. Beside it, this research also used the observation to gain all the data and the calculation used statistical method with t-test.

The result of computing data showed that $t_{\text{count}} = 3.75$. According to t distribution table on level of significance 5%, it was gained $t_{\text{table}} = 2.01$. If $t_{\text{count}} = 3.75$ and $t_{\text{table}} = 2.01$, then $t_{\text{count}} > t_{\text{table}}$. In the other word, the null hypothesis is rejected. Conversely, alternative hypothesis (H_a) is accepted. Based on the average score of post-test, vocabulary skill in both experiment and control class is significantly different (experimental class = 61.50 and control class = 41.00).

From the explanation above, it can be concluded that teaching vocabulary using Sandwiches Game technique can improve students' English vocabulary at the seventh grade of SMP Mekar Arum Kabupaten Bandung. It means Sandwiches Game technique can be used as one of English teaching technique to improve students' vocabulary.