

ABSTRACT

Meilisa Tria Hapsari. **IMPROVING STUDENTS' VOCABULARY MASTERY BY USING SPELLING BEE GAME (APPLICATION) IN FOURTH-GRADE OF SDN 1 JETAK IN THE ACADEMIC YEAR 2022/2023.** Thesis, Pacitan: English Education Study Program STKIP PGRI Pacitan, 2023.

This study aimed to describe whether the Spelling Bee Game application can improve students' vocabulary mastery. This research aimed to know the students' responses toward Spelling Bee Game application to teach vocabulary. Then this research also aimed to know the parents' strategies to develop English skill.

This research was Classroom Action Research (CAR) which was conducted in two cycles. This research was conducted at SDN 1 Jetak. The research subjects were fourth-grade students' of SDN 1 Jetak in the Academic Year 2022/2023. The researcher obtained the data from students' test, questionnaire, observation, and interview. The results of the test were analyzed using the quantitative method, while the result of the questionnaire, interview, and observation were analyzed using the qualitative method. The indicator of success was the average score of students have reached the standards of completeness (75). The results of data analysis showed that the average score of students' pre-tests which was 55.9. There were 11 students or 100% did not reach the standards of completeness. After doing cycle I using the Spelling Bee Game (application), there was an increasing from students' average, namely 68. There were 3 students reached the standards of completeness or 27% and 8 or 73% students did not reach the standards of completeness. In cycle II the students' score average was 90. There were 11 students reached the standards of completeness or 100%. In other words, students' vocabulary mastery has been improved.

Based on the questionnaire and observations showed that students' responses to the application of Spelling Bee Game media in learning vocabulary were excellent. Students' interest in Spelling Bee Game showed that all students interested to learn English vocabulary using Spelling Bee Game was proven with the percentage is 100%. Students' difficulties during learning showed that 3 students experienced difficulties, and 7 students did not experience difficulties during learning process. Students' responses about learning vocabulary with the Spelling Bee Game showed that all students were fun then the vocabulary skill increase 100%. Based on the interview with parents, there were two strategies of parents to support English skill. First, parents acquainted the English to children. Second, parents enrolled their children in English course. It was found that 10 parents had taught English to their children and 1 parent never introduced English to their child. Then, there were 3 parents had attended an English course, while the 8 parents had not attended an English course. The parents also gave perspectives toward the importance of English for children.

Keywords: Spelling Bee Game, Vocabulary, Classroom Action Research