

**THE EFFECTIVENESS OF MATCHING GAME TECHNIQUE IN
TEACHING VOCABULARY AT THE ELEVENTH GRADE OF MTs
DARUL ULUM SCHOOL YEAR 2019/2020**

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ABSTRACT

By using matching game the teachers will be able to introduce words and their meanings during the teaching and learning process. This will enable the students to learn vocabulary and to motivate them to learn English. In this research just took eleventh b class. This research objective: "To find out whether the students taught vocabulary with matching game technique have better score on the post-test than on the pre-test?" Teaching English by using matching game was administrated for the experimental one group only. It was done five meetings. The pre-test was given to students before doing the treatment . And then. The post-test was conducted at the end of research. To get the data the the researcher use the matching game technique for teaching vocabulary as the research. After collecting the data, by using t-test and score of the only were compared from the pre-test and post-test. The t-test analysis performed on the data students' score in teaching vocabulary by using matching game to findings that t- value is 2.063 while the mean score is 24.32. in other words, the matching game is effective in teaching vocabulary for the eleventh grade of MTs Darul Ulum School Year 2019/2020

Keyword: *Matching game ,Teaching ,Vocabulary*

INTRODUCTION

Vocabulary is one aspect of English, vocabulary is to support communication also, teaching vocabulary is important to make students be able to recall new words, they will be not able to express themselves clearly and effectively if they do not master vocabulary before, McCarthy and O'Dell (2001:6) state that English has a very large vocabulary, which adds greatly to our opportunities to express the meaning in different styles, Neufeldt (1995:1494) states vocabulary is a sum of a stock list words employed by language, group, individual, or relation to a subject

The students feel bored to study about English because they prefer to use mother tongue, students with less vocabulary will feel difficult to understand both reading and short conversation, therefore the teacher must have the good technique in teaching English so the students do not feel bored in the class, to improve the vocabulary ability there are many ways to teach, one of them is using game, while playing game, indirect they try to remember the new words, Jill Hadfield (1984: 4) states a game is an activity with rules, a goal and an element of fun. there are many games for teaching and matching game is one of the game, Learning to use matching games is matching each other's words, students remember which words are appropriate and interconnected.

METHOD

Quantitative research is "collecting 'facts' of human behavior, which when accumulated will provide verification and elaboration on a theory that will allow scientists to state causes and predict human behavior" (Bogdan & Biklen, 1998, p. 38). The goal of quantitative research can : to show relationships between variables, statistical description, establishing

facts(Bogdan & Biklen,1998), validation (Krathwohl, 1998), prediction and control (Gage, 1989), and testing hypotheses (Gall, et al., 1996).

FINDINGS AND DISCUSSION

Based on the result, people know that the alternative hypothesis (H_a) was accepted and the null hypothesis (H_o) was rejected. Because the students who are taught by using matching game have better score on the post test than pre-test. It can be seen from the results of data analysis that T-value higher to T-table ($12.573 > 2.064$) and the mean score of pre-test is 66.44, while the mean score of post-test is 74.20

From the results obtained and the result of the alternative hypothesis (H_o) is accepted and the null hypothesis (H_o) was rejected, the researcher concluded that the matching game as media was effective in learning vocabulary test.

CLOSING

Conclusion

Based on the result of data analysis as presented in chapter IV, it can be concluded that matching game can improve the student's ability in vocabulary. it from for the result of the post-test of the 7 grade, which was treatment using matching game got better score than pre-test which was without treatment using real object in matching game. So, matching game are effective media for the students to learn vocabulary in matching game..

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