

## ABSTRACT

**Septiani.** 2023. Improving Eighth Graders Vocabulary Mastery Using Scrabble Game at SMP N 2 Batanghari . An undergraduate Thesis English Department Study Program Teacher Training and Education Faculty Muhammadiyah University Of Metro. Advisor (1) Bambang Eko Siagiyanto, M.Pd. (2) Fitri Palupi, M.Pd.

The purpose of this research is to improve students vocabulary mastery using scrabble game. The subject of this research were 32 Students at eighth graders of SMPN 2 Batanghari. This research was conducted by using classroom action research Consists of 4 steps, namely plan, action, observation, reflection that consist of 3 cycles. The analyzing data for quantitative was the students score of tests. For qualitative data used interview and observation.

The result of the pre test, the students mean value was 51,42 then after cycle 1 (post test 1) the students mean value was 56,96 Progress in Score Average 5,72 and cycle 2 (post test 2) the students mean value was 64,82 Progress in Score Average 7,28 and cycle 3 ( post test 3) the students mean value 71.51 Progress in Score Average between Post Test 2 and 3 was 6.69. It can be concluded that the use scrabble game is effective to improve students vocabulary mastery. It could be seen from the improvement of every cycle. It was discovered that the students were more engaged in their studies and that the class ran well. Student enthusiasm and interest in learning English. As a result, the students test results increased and they met the required minimum passing mark.

**Keywords :** *Vocabulary Mastery, Scrabble Game*