

## ABSTRACT

Afif, Rosy Fitriyah. 2019. *The Influence of Charades Game to Students' Vocabulary Achievement For 12<sup>th</sup> Grade of SMA Intensif Taruna Pembangunan Surabaya* . Undergraduate Thesis. English Education Department. Faculty of Teacher Training and Education. University of PGRI Adi Buana Surabaya. 1<sup>st</sup> Advisor: Dr. Endang Mastuti Rahayu, M.Pd. and 2<sup>nd</sup> Advisor: Hertiki, S.Pd., M.Pd.

Keywords: Charades Game, Students' Vocabulary Achievement

The purpose of this research is to determine the influence of using Charades game towards students' vocabulary achievement for 12<sup>th</sup> grade of SMA ITP Surabaya. The reason is many English students get difficulties to memorizing the meaning of the words and they are lazy to open the dictionary, the researcher implements Charades game to solve the students problems.

In this research, the researcher used quantitative research to process the data. The research design of this research was true experimental design with pretest-posttest control group design. The population was all of the twelfth grade students of SMA ITP Surabaya which consists of 186 students. The researcher used cluster random sampling. The sample was XII MIPA 1 as experimental class and XII MIPA 3 as control class. The researcher used test as the instrument of data collection technique. The test was objective test. The researcher used t-test formula to know the result of this research.

Based on the result of the analysis data, t-calculation is higher than t-table, that is  $4.576 > 2.00030$ . It means that null hypothesis ( $H_0$ ) is rejected and the alternative hypothesis ( $H_a$ ) is accepted. So, it can be concluded that there is significant influence of using Charades game towards students' vocabulary achievement for twelfth grade of SMA ITP Surabaya.