

ABSTRACT

Bella, Yolanda Dita. 2023. *The Improving of The Student's Vocabulary Achievement Through Crossword Game at SMAN 1 KRIAN in 2022-2023 School Year*. Thesis. English Language Education Department. Faculty of Social Sciences and Humanities. University of PGRI Adi Buana Surabaya. Advisor Dr. Endang Mastuti Rahayu, M.Pd.

Keywords: *Teaching, Vocabulary, Crossword Game, Student's Achievement*

This research was attempted to verify the improvement of vocabulary achievement by using Crossword Game at the eleventh grade students of SMAN 1 Krian. The method was used classroom action research. This research was done in 3 cycles. And, the subject was one class of the eleventh grade students, which was class that consists of 28 students. The instruments were observation, tests and questionnaire. According to the data analysis, the second cycle's scores are higher than the first cycle's. From 17% in pre – test to 75% in post – test 1, it meant that there was an improvement about 58%. Post-test 2 the students passed were 85%. Observation finding showed when crossword game was used, students became more engaged and their activities dominate throughout the learning process. As much as 92% students gave positive opinion about crossword game that said crossword was fun, interesting and ease students to study about vocabulary. Therefore, teaching English vocabulary using crossword puzzle game could improve the students' vocabulary achievement.

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Keywords: *Pelajaran, Kosa kata, Permainan Teka-Teki Silang, Pencapaian Siswa*

Penelitian ini bertujuan untuk membuktikan peningkatan pencapaian kosa kata dengan menggunakan Crossword Game pada siswa kelas sebelas SMAN 1 Krian. Metode yang digunakan adalah penelitian tindakan kelas. Penelitian ini dilakukan dalam 3 siklus. Subjek berjumlah 28 siswa dari kelas XI A2.5. Instrumen yang digunakan adalah observasi, tes dan angket. Analisis data menunjukkan bahwa skor pada siklus kedua lebih baik daripada siklus pertama. Dari 17% pada pre-test menjadi 75% pada post-test 1, yang menunjukkan ada peningkatan sekitar 58%. Pos-test 2 siswa lulus adalah 85%. Temuan observasi menunjukkan ketika permainan teka-teki silang digunakan, siswa menjadi lebih aktif dan aktivitas mereka mendominasi selama proses pembelajaran. Sebanyak 92% siswa memberikan pendapat positif tentang permainan teka-teki silang yang mengatakan bahwa teka-teki silang itu menyenangkan, menarik dan memudahkan siswa untuk mempelajari kosa kata. Oleh karena itu, pengajaran kosakata bahasa Inggris menggunakan permainan teka-teki silang dapat meningkatkan pencapaian kosakata siswa.