

**THE EFFECTS OF “CHARADES GAME” ON STUDENTS’  
VOCABULARY MASTERY IN SEVENTH  
GRADE AT SMP N 12 PADANG**

**THESIS**

Submitted in Partial Fulfillment of Requirement Undergraduate Program in  
English Education the Strata One (S1) Degree



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**APPROVAL PAGE**

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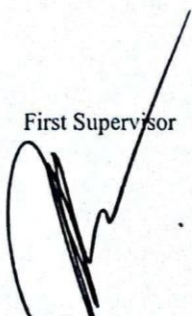
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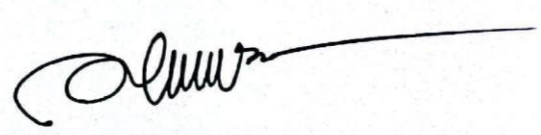
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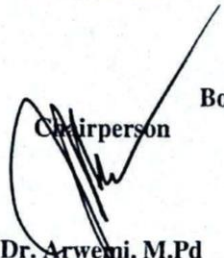
The thesis entitled "*The Effects Of "Charades Game" On Students' Vocabulary Mastery In Seventh Grade At Smp N 12 Padang*" written by Andre Satrio, students registered number: 1814050056 has been examination in the faculty of Tarbiyah and Teacher Training of Islamic State University (UIN) Imam Bonjol Padang on March, 10<sup>th</sup>, 2025. Therefore, it has accepted as one of the requisites to procure Academician Degree Program of Strata One (S1) degree in English Tadris Department.

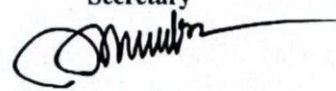
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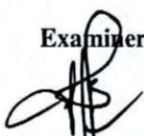
  
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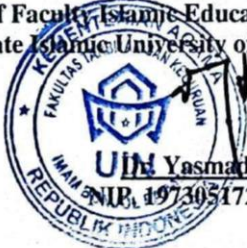
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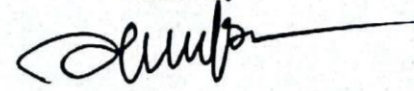
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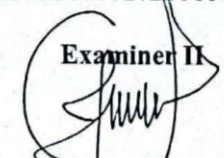
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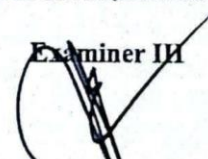
  
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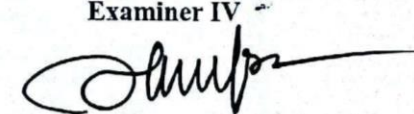
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## DECLARATION PAGE

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Mastery In Seventh Grade At Smp N 12 Padang

1. I hereby declare that this thesis is entirely my own work. I was fully aware that I have cited various statements and ideas from other sources, and these have been properly referenced in the text. I have adhered to and respected the research code of ethics applicable both externally and at Imam Bonjol State Islamic University, Padang.
2. Should it be discovered and proven that any part of this thesis violates the researcher code of ethics, I willingly accept all legal consequences in accordance with the relevant provisions.

Padang, March 10th, 2025

Author



Andre Satrio

## ABSTRACT

**Andre Satrio, 2025.** The Effects Of “Charades Game” On Students’ Vocabulary Mastery In Seventh Grade at SMP N 12 Padang

This research aims to acquire empirical evidence on the effectiveness of using Charades Game on students’ vocabulary mastery in seventh grade at SMP N 12 Padang. Charades Game is an acting words. It means that Charades Game is a guessing game with gestures. What makes this fun and attractive to implemented as a one of many technique to use in teaching was because it is a game, and game was indicated by fun thing for children. In order to solve the borenness, the hard to remember vocabularies, and the students’ interest for learning english, researcher tried to implement Charades Game in teaching vocabulary. This research used quantitative methods and the resarch design used is a true experimental research; post-test only control group design. The procedure of this research was; first, the researcher have chosen randomly the class of control and experiment to be the samples. Second, both class will learning the new topic which is “Physical Appearance and Personality” with the researcher. Then, the control class has been learned the topic without Charades game, instead by using conventional method such as power point, quiz, and exercises. Besides, the experimental class has been given treatment (Charades Game) for learning. And finally, final test or post-test for both classes in order to know the result of the study. The population of this study was all the seventh grade students at SMP N 12 Padang which the total population was 305. The sample of this study was VII.6 as the Control class and VII.9 as the Experimental class. Each class of sample consist of 34 student. This research instrument used a test with total 30 questions which contain; 10 matching test, 10 fill in test, and 10 completion test. The result of this study were obtained from calculating the data using t-test with significance level ( $\alpha$ ) = 0.05. In analyzing the data, the researcher used IBM SPSS Statistic 30. Based on findings and disscussion of this research, the researcher found that the students’ result of the mean score between control class and experimental class was show significance difference. The mean score by control class was 69,80. In other hand, the mean score by experimental class was 80,39. The data shows that  $p$  value (0,013) was lower than the  $\alpha$  (0.05). Therefore  $p < \alpha$  (0,013 < 0.05). It means, the null hypothesis ( $H_0$ ) was rejected and alternative hypothesis ( $H_1$ ) was accepted. In conclusion, the Charades Game is effective to increase students’ vocabulary mastery at SMP N 12 Padang.

**Keywords:** *Effect, Charades Game, Vocabulary Mastery.*

## ABSTRAK

**Andre Satrio, 2025.** Efek “Charades Game” dalam Pembelajaran Kosakata pada Siswa Kelas VII di SMP N 12 Padang

Penelitian ini bertujuan untuk memperoleh bukti empiris tentang efektivitas penggunaan Charades Game terhadap penguasaan kosakata siswa kelas tujuh di SMP N 12 Padang. Charades Game merupakan permainan akting. Artinya, Charades Game merupakan permainan tebak-tebakan dengan gerakan. Yang membuat teknik ini menyenangkan dan menarik untuk diterapkan sebagai salah satu dari sekian banyak teknik yang digunakan dalam pengajaran adalah karena ini pada dasarnya adalah permainan, dan permainan merupakan hal yang menyenangkan bagi anak-anak. Untuk mengatasi kebosanan, kosakata yang sulit diingat, dan minat siswa untuk belajar bahasa Inggris, peneliti mencoba menerapkan Charades Game dalam pengajaran kosakata. Penelitian ini menggunakan metode kuantitatif dan desain penelitian yang digunakan adalah penelitian eksperimental sejati; post-test only control group design. Prosedur penelitian ini adalah; pertama, peneliti memilih secara acak kelas kontrol dan eksperimen untuk dijadikan sampel. Kedua, kedua kelas akan mempelajari topik baru yaitu “Physical Appearance and Personality” bersama peneliti. Kemudian, kelas kontrol telah mempelajari topik tersebut tanpa Charades Game, melainkan dengan menggunakan metode konvensional seperti power point, kuis, dan latihan. Di lain pihak, kelas eksperimen telah diberikan perlakuan (Charades Game) untuk pembelajaran. Dan akhirnya, tes akhir atau post-test untuk kedua kelas untuk mengetahui hasil penelitian. Populasi penelitian ini adalah semua siswa kelas tujuh di SMP N 12 Padang yang total populasinya adalah 305. Sampel penelitian ini adalah VII.6 sebagai kelas Kontrol dan VII.9 sebagai kelas Eksperimen. Setiap kelas sampel terdiri dari 34 siswa. Instrumen penelitian ini menggunakan tes dengan total 30 pertanyaan yang berisi; 10 tes mencocokkan, 10 tes mengisi, dan 10 tes melengkapi. Hasil penelitian ini diperoleh dari perhitungan data menggunakan uji-t dengan tingkat signifikansi ( $\alpha$ ) = 0,05. Dalam menganalisis data, peneliti menggunakan IBM SPSS Statistic 30. Berdasarkan temuan dan pembahasan penelitian ini, peneliti menemukan bahwa hasil siswa dari skor rata-rata antara kelas kontrol dan kelas eksperimen menunjukkan perbedaan yang signifikan. Skor rata-rata oleh kelas kontrol adalah 69,80. Di sisi lain, skor rata-rata kelas eksperimen adalah 80,39. Data menunjukkan bahwa nilai  $p$  (0,013) lebih rendah daripada  $\alpha$  (0,05). Oleh karena itu  $p < \alpha$  (0,013 < 0,05). Artinya, hipotesis nol ( $H_0$ ) ditolak dan hipotesis alternatif ( $H_1$ ) diterima. Kesimpulannya, Charades Game efektif untuk meningkatkan penguasaan kosakata siswa di SMP N 12 Padang.

**Kata Kunci:** *Efek, Charades game, Penguasaan Kosakata*

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