RESEARCH REPORT

THE USE OF BLANKET GAME TO INCREASE STUDENTS' ENGLISH VOCABULARY

(This research conducted at fifth grade students of SDN 10 Batudaa, Kabupaten Gorontalo)

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ABSTRACT

The objective of this research was to find out whether the use of blanket game can increase students' English vocabulary or not. It was conducted at the fifth grade students of SDN 10 Batudaa. The method used in this research is quasi-experimental by using pre-test and post-test design. The data were collected by using using multiple choice forms and it is analyzed by using t-testing formula. The result of research shows that the use of blanket game can increase students' English vocabulary. The criteria used to verify the hypothesis is H0 accepted if tcunt ≤ tist. Based on the analysis of the research, it found that tcunt is smaller than tist (-10,52 ≤ 2,01) with the level of significance 0,05 and df =n1+n2-2 = 50. The result indicated that the blanket game increase students' English vocabulary was very significant.

Key words: Blanket game, English vocabulary