

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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NOVEMBER, 2012**

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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 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 H_0 accepted if $t_{count} \leq t_{list}$. Based on the analysis of the research, it found that t_{count} is smaller than t_{list} ($-10,52 \leq 2,01$) with the level of significance 0,05 and $df = n_1 + n_2 - 2 = 50$. The result indicated that the blanket game increase students' English vocabulary was very significant.

Key words: Blanket game, English vocabulary