

ABSTRACT

Siti Rahmatia Mohi. Nim : 321 408 106. Skripsi: The Impact of Circle Game As A Strategy To Improve The Students' Mastery in English Vocabulary: conducted at the fourth grade students of Al-Mourqy Elementary School. Final project, English education program bachelor degree, English Department, Faculty of Letter and Culture. State University of Gorontalo 2015. Advisor 1: Prof. Dr. Hj. Moon H. Otoluwa, M.Hum and Advisor 2: Helena Badu, S.Pd, M.Pd.

The objective of this study is to find out whether circle game can improve the students' mastery in English vocabulary or not. The target of the study was the students of Al-Mourqy Elementary School. There were 24 students. I took all of them as the subject of this study. The method of this research is quasi experiment method.

The data were taken from the result of pre-test and post-test. The result of the study showed an increase in the students' achievement had happened after they got some treatments; it was proven by the comparison between the average of the pre and the post-test in which the post-test average was higher than pre-test.

Based on the result of the study, I suggested that the circle game can be an alternative way to teach the language learner, especially to improve the students' mastery in vocabulary. This result hopefully would motivate language teacher to use circle game in teaching English in the classroom, especially when teaching English vocabulary to the level of elementary school students.

Key words: Circle Game, Vocabulary Teaching Strategy, The Fourth Graders of Elementary School.