

## ABSTRACT

**WAHIDIN, 2023. “ *The Effect Of Anagram Game On Students’s Vocabulary At The Tenth Grade Of Senior High School 4 Palopo*”.**

The thesis of English Language Education of Post graduation Program of State Islamic Institute of Palopo. Supervised by: Prof. Dr. H. Rustan S., M.Hum, Dr. Jufriadi, S.S., M.Pd.

This thesis title The Effect of Anagram Game On Student's Vocabulary at The Tenth Grade Of Senior High School 4 Palopo. This research aims to know the Effect of the anagram game Game against mastery vocabulary Language English students in class at The Tenth Grade Of Senior High School 4 Palopo. Type his research is a quantitative and done using a quasi-experiment design with two classes, The class experiment consists of 16 students, and class control consists of 16 students. In technique data collection, the researcher carries out pre-test, treatment, and post-test with test vocabulary. Based on the research conducted, research data was obtained which showed that there was a significant influence on the use of anagram games on students' vocabulary abilities in English subjects in class X SMAN 4 Palopo T.A 2023/2024, compared to using conventional methods. After carrying out a posttest on the experimental class and control class, it can be seen that the learning outcome scores for the experimental class are higher when compared to the control class, overall the average score for the experimental class is greater than the average score for the control class,  $82.75 > 77.50$ . Data obtained from the tests were analyzed using the SPSS 20 program. Based on hypothesis testing criteria if sig. 2 tailed (p) is lower from alpha ( $\alpha$ ) 0.05, then  $H_0$  (Null Hypothesis) is rejected and  $H_a$  (Hypothesis Alternative) is accepted. In the study This results from sig. 2 tailed of 0.003 and p This proves that  $p < \alpha$ . This matter shows that there is an Effect from the game Anagram Game against vocabulary Research results show that the hypothesis is accepted. Can concluded that There is a difference in significant scores in Skills vocabulary for taught students with anagram game and those without being taught with anagram game. The result of the study showed that students use anagram to learn vocabulary in the classroom in active and collaborative manner, leading to the improvement of their vocabulary skill and positive attitude towards vocabulary learning. Students also demonstrated positive perception towards the use of anagram to learn vocabulary in the classroom. It is suggested for teacher to have better understanding on students’ learning preference and consider on the use of educational game to facilitate more entertaining way of learning for students. Based on the explanation above, the researcher concludes that Anagram Game is effective for teaching understanding students in learn Skills and vocabulary at The Tenth Grade of Senior High School 4 Palopo.

**Key words:** *English Vocabulary, Student, Anagram Game, Senior High School*