

ABSTRACT

Lutfia Hida, Zulkhana. 2017. *The Influence of English Songs and Games on Students' Vocabulary Mastery*. Final Project. English Education Department, Faculty of Foreign Language and Culture, University of Muhammadiyah Semarang, Advisor I: Muhimatul Ifadah, S.Pd, M.Pd; Advisor II: Dodi Mulyadi, S.Pd, M.Pd.

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This research discussed about the students' English vocabulary mastery using song and games and using teacher centered learning. This research used quantitative approach with the experimental method. The population was the students of class VIII SMP Muhammadiyah 03 Semarang. The samples were the students class VIII E, and VIII D with the amount of 63 students. The researcher used simple random sampling, with VIII E as the experimental group, and VIII D as the control group. The researcher also conducted try out to get the validity, reliability, and difficulty level. The research instruments used were test and questionnaire. The result of the test was $t_{\text{arithmetic}}$ greater than t_{table} , so the hypothesis was accepted. It means that there was significant difference in students vocabulary mastery achievement between class taught with English song and games and those class were taught by using teacher centered learning. The results of questionnaire was in a good category implies that the students were enthusiastic to learn vocabulary through songs and games. Then, the researcher suggests that the teacher can use English song and games on students' vocabulary mastery in learning vocabulary.