

ABSTRACT**Ummah, Nasihatul : The Influence of Card-Game on Children's Vocabulary
(A Case Study at SD Luqman Al-Hakim School
Surabaya).**

This study attempts to know whether there are some effects of using card-game on children's vocabulary and to know whether card-game can motivate children in studying English vocabulary. In line with the purpose of the study, an experiment was designed. The population was the third year students of SD Luqman Al-Hakim School in Surabaya. The sample consists of 30 students.

The quantitative method and qualitative descriptive methods are used in this study. The quantitative method is used to calculate the pre-test and the post-test scores by using t-test in order to know the influence of card-game on children's vocabulary builder. The qualitative descriptive method is used to know children's interest in learning English vocabulary through card-game (by analyzing children's questionnaire).

Data were collected from pre-test score, post-test score and the questionnaire. The data of pre-test and post-test score, then, were put into tables and analyzed using t-test. From the result of t- analysis, it can be seen that card-game has significant influence on children's vocabulary builder since t-value is outside the acceptance region. From the result of the questionnaire, it can be seen that most of the experimental group who were taught by using card-game were motivated in learning English vocabulary. Based on the result, it can be concluded that card game can give a great contribution to the development of children's vocabulary and motivate them in learning English vocabulary.

Key Words: Card game, Vocabulary, Pre-test, Post-test.

CHAPTER I

INTRODUCTION