

ABSTRACT

Nirbayanti, Anaini. *The Effectiveness of Using Boggle Game to Improve Students' Vocabulary Retention at The Fifth Grade of Sdit Khoiru Ummah Kutoarjo.* A Thesis. English Language Education Program. Teacher Training and Education Faculty. Purworejo Muhammadiyah University. 2024.

This study aims to find out the effectiveness of using Boggle game to improve students' vocabulary retention at the fifth grade of SDIT Khoiru Ummah Kutoarjo. The research sample consisted of 14 students from a total population of 97 students from SDIT Khoiru Ummah Kutoarjo. The researcher used a pre-experimental design. The data were collected through pre-tests, treatment with Boggle Game, and Post-tests from August 13, 2024 to August 14, 2024, on fifth-grade students at SDIT Khoiru Ummah Kutoarjo. IBM SPSS 25.0 was used to analyze the data. The results from the computation of the test are the mean of vocabulary retention score in the pre-test was 77.14, whereas the mean score in the post-test increased to 85.71. In the pre-test, 7 students (50%) belonged to excellent level, 7 students belonged to good level (50%), no student belong to sufficient, fairly sufficient level, and a poor level (0%). In the post-test, 12 students (85%) belonged to excellent category, 2 students (15%) belonged to good category, no student (0%) as sufficient, fairly sufficient or poor category. The researcher used the significance level 0.05. The computation shows that Sig. (2-tailed) value was lower than the significance level ($0.000 < 0.05$). It can be concluded that there is a significant difference between the pre-test phase and post-test phase after treatment. It means that the hypothesis null (HO) is rejected, and the hypothesis alternative (Ha) is accepted. The results found that there is an effectiveness and significant influence from the use of boggle game to improve students' vocabulary retention at the fifth grade of SDIT Khoiru Ummah Kutoarjo. The findings of this study suggest that using boggle game can be a valuable tool in English language teaching.

Keywords: *Boggle game, Elementary school students, English language teaching, Vocabulary retention*