**ABSTRACT**

Sulusiatun Nikmah, Umi. 3213073108. 2011. *The Use of Chain Word Game to Improve the Fourth Grade Students Vocabulary Ability at SDN 2 Kerjo in Academic Year 2010/2011.* Thesis. English Education Program. State Islamic College (STAIN) of Tulungagung. Advisors: Faizatul Istiqomah, M.Ed.

**Key words:** Chain Word Game, Improve Vocabulary, Students’ ability on Vocabulary

English is one the important subject, which is learned and taught in Indonesia schools at the first class of Elementary School until Universities. As foreign language, it has many problems faced by Indonesia students, especially learning vocabulary they able to understand to the teacher explanation, but it can’t stand any longer in their mind and they only have two hours in a week to study English at school. Vocabulary is one of the language component that should be learned by the students, so they are able to accept the English material well.

The implementation of the teaching technique is one of the most important and complex preliminary strategies in teaching learning process, especially in choosing the technique in teaching vocabulary. This study was conducted to find out the answer of question” “How can the use of chain word game improve the fourth grade students’ vocabulary ability at SDN 2 Kerjo in academic year 2010/2011?. The objective of this research, there are to chain word game can improve the fourth grade students vocabulary ability at SDN 2 Kerjo in academic year 2010/2011.

In this research, the hypothesis states that if the chain word game method is applied in teaching and learning vocabulary to the fourth grade students, it will the students’ vocabulary ability at SDN 2 Kerjo in academic year 2010/2011.

The research design was Classroom Action Research (CAR). The procedures of the research are consists of four main stages: planning, acting, observing and reflecting. The data collection methods are questionnaire, interview with the English teacher and observation sheet.

The result show, there was significant improvement of the students test result. In this study research the criteria of success was 60 and the target of the success students in this study is 90% from the whole participant. On preliminary study there were 38% or 8 students who passed the test. However, in cycle 1 there were 14 (66,7%) students who passed the test in cycle 2 there were 19 (90,5%) students passed the test. It means that the implementation of the students’ chain word game could improve the students’ vocabulary ability. Based on the questionnaire the students more interested.

Based on the result, it can be concluded that the implementation of the students’ chain word game could improve the students’ vocabulary ability. It also can be shown from the comparisons result of the study from preliminary, cycle 1 and cycle 2 increases. Besides, the students’ opinion is positive. Generally, all of them are so attracted to this technique. There are two suggestions made for the teachers who teach vocabulary and the further researcher. The writer suggested that English teachers at SDN 2 Kerjo use of chain word game as an alternative way in teaching vocabulary to improve their students’ vocabulary mastery. It is suggested for researchers in the future to conduct a similar study in other levels of the students to see whether it is applicable and effective for improving the students’ mastery in vocabulary.