

REFERENCES

- Ambrose Agbetorwoka. 2019. Examination of Teachers' Strategies for Enhancing the Participation of Pupils with Disabilities in Selected Pilot Inclusive Schools in South Tongu District, *World Journal of Social Sciences and Humanities*, Vol. 5 No. 2
- Arikunto, Suharsimi. 2014. *Prosedur Penelitian, Suatu Pendekatan Praktik*, Jakarta: Rineka Cipta
- Best, W., J. & Kahn, J.V. 1995. *Research in Education*. New Delhi: Prentice – hall of India Private Limited.
- Elviza. 2019. The Use of Quartet Cards Game to Develop Junior High School Students' Interest English Speaking, *Educational journal*, Vol. 8 (1)
- Fitriyani, Eka. 2017. Efektivitas Media Flash Cards dalam Meningkatkan Kosakata Bahasa Inggris, *Jurnal Ilmiah Psikologi*, Vol. 4 (2)
- Gultom, Effendy. 2017. The Effect of Using Card Game on Vocabulary Learning Achievement of The First Year Students of SMPN 5 Tapung. *Journal*. Riau: Universitas Riau, Vol 4 (2)
- Hartono, Rudi. 2020. Fun English Board Games dan Flash Cards Untuk Meningkatkan Penguasaan Kosakata Bahasa Inggris bagi Siswa-siswa SDIT Mutiara Hati Kota Semarang, *Jurnal Varia Humanika*, Vol 1 (1), page 10.

- Hoque, Enamul. 2018. Memorization: A Proven Method of Learning, *International Journal of Applied Research*, Vol. 22 (III), page 142-150.
- Khamees, Khalid Sabie. 2016. An Evaluative Study of Memorization as a Strategy for Learning English, *International Journal of English Linguistics*, Vol. 6 (4), page 249.
- Latief, Muhammad Adnan. 2011. *Research Methods On Language Learning, An Introduction*, Malang: Penerbit Universitas Negeri Malang
- Santoso, Doni Anggoro. 2016. Teaching Speaking by Using Quartet Card Game at SPMN 275 East Jakarta, *Educational journal*, Vol. 11 (01), page 4-8.
- Sholeha, Mar'atus. 2017. Improving Students' Vocabulary by Using Card Game, *a research article*, page 2-3.
- Singh, Parmjit. 2021. Card game as a pedagogical tool for numeracy skills development, *International Journal of Evaluation and Research in Education*, Vol. 10 (2)
- Sugiyono. 2007. *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung : Alfabeta.
- Sulistiani. 2018. The Effectiveness of Using Card Games to Improve Vocabulary Acquisition, *Scope of English Language Teaching, Linguistics, and Literature*, Vol 3 (02)

Susanti, Khikmah. 2021. Alternatif Pembelajaran Menggunakan Card Game Pada Anak, *El-Banar: Jurnal Pendidikan dan Pengajaran*, Vol. 04 (01), page 36-40.

Suyanto, Kasihani K.E. 2007. English for Young Learners: Melejitkan Potensi Anak Melalui English Class yang Fun, Asyik, dan Menarik, Jakarta, PT Bumi Aksara.

Susanto, Ivan Salawazo. 2020. Analysis of students' vocabulary in learning english, *Linguistic, English Education and Art (LEEA) Journal*, Vol 03 (2)