"The Effect of Anagram Games in Enriching Students Vocabulary Smp Advent 2 Medan"

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ABSTRACT

This study aims to see how effective the anagram game technique is in enriching the vocabulary of Grade VIII students at SMP Advent 2 Medan at the school in 2023. anagram is a game that researchers found to make it easier for teachers to create fun learning methods and achieve the desired results. , this research is a experimental conducted on two classes where one class consists of 23 students, so a total of 46 students were taken and divided into two groups, namely the experimental group and the control group. Data collection was carried out through pretest, treatment and post test objectively. This type of research uses a descriptive, homogeneous and normality research system by giving short stories and then testing through multiple choice, then done on a sheet of paper that can be taken from the table, based on this research the test results have been obtained with an average pretest score of 65.65, and an average post test score of 79.57, so you can see a significant difference in the game experiment, between the pretest and post-test, $t(df=23) = 0.715$ at $p = 0.000$ lower than 0.05. succeeded with 100 percent success in directing students to acquire new vocabulary quickly. Thus the use of this anagram game is one way that can be used by teachers as a learning guide in enriching student vocabulary.

Keyword : Anagram, vocabulary