

ABSTRACT

Rusnasari.2022. *The Effectiveness of Using Simon says Game in Enriching English Students' Vocabulary.* undergraduate program Nurul Jadid University. Advisor (I) Durratul Hikmah M.pd. Advisor (II) Abdullah Al-Anis M.pd

Keyword: Effectiveness, Vocabulary, Simon Says

This research aims at finding whether using the Simon says game strategy is effective in learning English vocabulary. This research was conducted at MTs Nurul Jadid, at BPK class especially for the seven-grade students in Academic Year of 2021/2022.

The research design used in this research was quantitative method with pre-experimental design one group pre-test post-test. The total sample for this research was 26 students. The instrument of this research was question test by using the multiple choice test. The instrument used to gather the data was pre-test and post-test scores that were calculated and analysed by using SPSS 0.06.

The findings showed that the mean score of post-test score was higher than pre-test. The mean score of the pre-test was 44.23 with a total score 11.50, while the mean score of post-test was 81.92 with a total 2130. The t-test value, it can be explained that the T-test value was $-10.095 > t\text{-table value was } 2,060$. In addition, this research found that null hypothesis (H_0) was rejected and alternative hypothesis (H_1) was accepted.

It means that there is an effectiveness of Simon says strategy in learning English vocabulary for seven grade students at MTs Nurul Jadid, at BPK class in Academic Year of 2021/2022.