

ABSTRACT

Putri Wulandari. 2023. Students' Ability in Recalling Vocabulary through Circle Game at SMP Negeri 1 Bua Ponrang. (Supervised by Hafirah Patang and Sri Rahayu).

The purpose of this study was to determine students' ability to recalling the vocabulary taught during the circle game at SMPN 1 Bua Ponrang. The Circle game is a game with a circle concept. Circle games are where in class we make groups and make English games using the basic problem method by making groups and then giving games in them and in the games accompanied by the material that has been prepared. The population of this study was students of class VII SMPN 1 Bua Ponrang consisting of 9 classes. Each class consists of 29, 30, and 31 students. So that the total number of students is 266 students. Samples were taken from one class and the total sample was 25 students. This research method is a quantitative descriptive method. Data was collected using a vocabulary test. The results of this study were 3 students who were classified as very good, 2 students who were classified as very good, 11 students who were classified as good, 9 students who were classified as good, and no students who were classified as very poor. The mean score is 81.40 which is classified as high criteria. so the condition of students after doing circle games with recall techniques makes students' vocabulary increase. This means that during the teaching process using circle games students are able to remember vocabulary well.

Keywords: Ability, Vocabulary, Circle Game.