ABSTRACT

Septriana Afra (321910147): **"Word Search Puzzle (WSP) Games – Based Vocabulary Learning: An Action Research to Junior High School in Bengkayang.)"**. (Supervised by Abdul Arif, Ph.D. and Sahrawi, M. Pd), A Thesis of English Education Study Program, Faculty of Language and Art Education, Institute of Teacher Association of the Republic of Indonesia (IKIP PGRI) Pontianak 2024.

Vocabulary plays important role in English language learning. Thus, helping English learners improve their vocabulary mastery is crucial. This Classroom Action Research (CAR) aims to find out how can the teacher improve students' vocabulary learning using WSP games at the Junior High School level of Indonesian school in West Kalimantan. The subjects of this research were eighth grade of SMP Borneo Bengkayang.

By utilizing CAR design, this research was carried out in two cycles involving the stages of planning, acting, observing, and reflecting in each cycle. The data were collected through observation and measurement techniques. The data collection tools used were observation checklists, field notes, and vocabulary tests. Then the data were analysed using a thematic analysis and descriptive statistic.

The results of this CAR indicated that WSP games can improve students' vocabulary learning in two ways. WSP games could improve students' vocabulary learning process, such as improving students' active engagement and well-managed classroom. WSP games could also improve students' vocabulary learning outcome where the students' vocabulary mastery was improved after teaching using WSP games.

Based on the research results, it can be concluded that WSP games is an effective method that can be used to teach vocabulary in teaching and learning activities. Therefore, the researcher suggests that English teachers might use WSP games as a method in teaching and learning vocabulary.

KEYWORD: *Classroom Action Research, Vocabulary Learning, Word Search Puzzle.*