

ABSTRACT

Triantama, R (2025). The Effect of Spelling Bee Game to Enrich Students Vocabulary at SMPN 16 Kota Jambi. Faculty of Teacher Training and Education. Universitas Jambi. First supervisor: Dr. Mukhlash Abrar, S.S., M.Hum, and second supervisor: Dr. Rd. M. Ali, S.Pd, M.Pd.

This research explores the effect of using the Spelling Bee game as an instructional strategy to enrich students' vocabulary at SMPN 16 Kota Jambi. The study was motivated by the observation that many junior high school students often struggle with limited vocabulary, which affects their overall English proficiency. To address this issue, the Spelling Bee game was introduced as a fun, interactive, and engaging approach to vocabulary instruction. The objective of this research is to determine whether the implementation of Spelling Bee can significantly improve students' vocabulary mastery, enhance their spelling skills, and increase their motivation in learning English.

The research employed a quantitative approach with a pre-experimental design using a one-group pre-test and post-test model. A total of 32 eighth-grade students participated as the research sample, selected through purposive sampling. Data collection instruments included vocabulary tests which is pre-test and post-test, both administered before and after the implementation of the Spelling Bee game over a series of sessions. The results were analyzed using descriptive statistics and a paired sample t-test to assess the significance of the improvement in students' vocabulary knowledge.

The findings revealed a notable increase in students' post-test scores compared to their pre-test results, indicating a positive impact of the Spelling Bee game on vocabulary development. The t-test results confirmed that the improvement was statistically significant. Students were more willing to engage with new words, practice spelling, and actively participate in class activities. These outcomes suggest that the Spelling Bee game not only supports vocabulary enrichment but also contributes to a more dynamic and student-centered learning environment.

In conclusion, incorporating Spelling Bee into English language instruction can be an effective method to improve vocabulary, boost student motivation, and enhance classroom interaction. This study recommends that English teachers consider integrating game-based learning strategies such as Spelling Bee into their lesson plans to address vocabulary challenges in a more enjoyable and meaningful way. Future research could investigate the long-term effects of such games, include larger sample sizes, or explore the use of digital Spelling Bee applications for more modernized and inclusive learning experiences.

Keywords: *Spelling Bee, vocabulary enrichment, game-based learning, class activities, English instruction, junior high school student.*