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(3) Elis Nur Bariroh with her thesis entitled “Using Flashcards to Improve Students’ Vocabulary Competence at Seventh Grade Students of SMP Kemala Bhayangkari 1 Surabaya”. She conducted the research in 2010. There were two research problems in her research. They were (1) How can flashcards be implemented for students to improve their vocabulary competence? And (2) What does improvement appear after flashcards technique was applied? This research was classified as Classroom Action Research (CAR). The result of that research

concluded that there were some important points which should be given more attention after applying flashcards in classroom activities. At the first meeting, many students were still confused about the rule or instruction even though the teacher had tried to explain the lesson well. Furthermore, when students answered the questions, most students were very noisy because of being enthusiastic so that some of them did not understand well. However, the teacher could solve it by giving clear instruction and asking the students' problems in learning process.

In this research, the title is "Enriching Students' Vocabulary through Board Work Activities at MTs Fatahillah Simongagrok Dawarblandong Mojokerto". The differences from present study are that the writer will use board work activities including not only board games but also well-organized writing and pictures that will be stuck on the board to enrich students' vocabulary especially for the eighth graders. While three previous studies above used board games, comic and flashcards as the media to teach or enrich students' vocabulary. In addition, their researches did not concern to the issue of board work activities. Other differences are from the research questions and the research designs. The present study has two research questions (1) How are board work activities applied to enrich students' vocabulary at MTs Fatahillah Simongagrok Dawarblandong Mojokerto? and (2) How is students' vocabulary improvement after board work activities were applied? The research design which will be used is Classroom Action Research. The board game that will be used in teaching

