

References

- Bynom, A. (2001). *Testing: Basic Concepts: Basic Terminology*. Lancaster, UK: Lancaster University.
- Deubelbeiss, David. (2008). *EFL English Recipes*. Internet Tessol
<http://teachingrecipes.com>.
- Fathoni, Arman, (2013). *The Use of Scrabble Game to Improve the Vocabulary Mastery of the Fourth Grade Students of SD Negri Keputran A Yogyakarta in the Academic Year of 2012/2013*. Thesis. Universitas Ahmad Dahlan.
- Field, A. (2009). *Discovering Statistics Using SPSS Third Edition*. London: SAGE Publications Ltd.
- Grundy,S. and Kemmis,S. (1981). *Educational Action Research in Australia: The state of the Art. Paper presented at the Annual Meeting of the Australian Association for Research in Education, Adelaide as cited in Grundy,S. (1988). Three Modes Of Action Research in Kemmis,S. and McTaggart,R. (Ed). (1988). The Action Research Reader (3 ed) Geelong: Deakin University Press.*
- Harris, J. (1969). *Validity test*. New York: Longman.
- J.J. Hasibuan, dan Moedjiono. (2004). *Proses Belajar Mengajar*. Bandung: Remadja Rosdakarya.
- Herawati, atti. (2008). *English for primary teachers*. Internet Tessol, <http://www.language-game.html>
- Hornby, AS. (1974). *Oxford advanced Learners 'Dictionary of Current English*. Oxford University Press.

- Hornby, AS. (2000). *Oxford advanced Learners 'Dictionary of Current English*. Oxford University Press.
- Huyen & Nga. (2003). *Learning Vocabulary Through Games: the Effectiveness of Learning Vocabulary Through Games*. (Online). From www.asianefljournal.com
- Katerina Trachtulcova. (2007). *English lessons full of games*. Prague: Portal.
- Kemmis, s. & McTaggart, R. (1983) *the Action Research Planner. 3rd ed.* Victoria, Australia: Deakin University.
- KUO, Ling & Christine. (1991). *The Importance of Educational Media in Teaching*. Bulletin of Social Education, volume 20.
- Lewis, G. & Bedson, G. (1999). *Games for Children*. New York: Oxford University Press.
- Lewis, G. & Bedson, G. (2008). *Games for Children*. New York: Oxford University Press.
- Palupi, N.A. (2013). *Using jumbled sentence games to improving writing ability*. Yogyakarta: Universitas Ahmad Dahlan.
- Rozali, M. (2009). *Improving students' English achievement in writing procedure text through the jumbled sentences*. Selong: STKIP Hamzanwadi Selong. Unpublished Thesis S – 1.
- Scott. W.A and Ytreberg. L.H. (1993). *Teaching English to Children*. New York: Longman.
- Subhan, Bustami. (2011). *Practical Theories of English Language Teaching and Learning*. Yogyakarta: LPPDMF.

Sugiyono, (2012), *Metode Penelitian Kombinasi (Mixed Methods)*, Penerbit Alfabeta, Bandung.

Tarigan, Henry Guntur. (1984). *Pembelajaran Kosakata*. Bandung: Angkasa.

Thornbury, S. (2002). *How to teach vocabulary*. Harlow: Longman.