REFERENCES

- Ali, Muhammad. 1984. Penelitian Kependidikan Prosedur dan Strategi. Bandung: Angkasa
- Alqahtani, 2015. The Importance of Vocabulary in Language Learning and How to be Taught. International Journal of Teaching and Education, III(3), pp.21-34.
- Arikunto, S. 1998. Prosedur Penelitian Suatu Pendekatan Praktek. PT. Rineka Cipta. Jakarta
- Bakshs, Sahar Ameer.2016. Using Game as a Tool in Teaching Vocabulary to Young Learner. English Language Teaching. 9 (7)
- Blumberg, B. Cooper, D.R., & Schindler, P.S. 2005. Business Research Methods. Berkshire: Mc Graw Hill Education
- Chhabra, S and Neelam D. 2013. Comparative Study of Computer Assisted Instruction and Conventional Teaching on the Achievement of Pupil Teachers in Method of Teaching English Language. MIER journal of Education Studies, Trends and Practice.
- Hatch, E. & Brown, C. 1995. Vocabulary, Semantics, and Language Education. Cambridge: Cambridge University Press.
- Huyen, Nguyen ThiThanh & Nga, Khuat Thi Thu. 2003. Learning Vocabulary through Games, The Effectivness of Learning Vocabulary through Games. Asean EFL Journal
- McCallum, G.P. 1980. 101 word games: For Students of English as a Second or Foreign Language. Oxford: Oxford University
- Stuart, W. 2008. Reseptive and Productive Vocabulary Size of L2 Learners, Studies in Second Langauge Acquisition, 30 (01), pp. 79-95
- Sugiono. 2010. Metode Penelitian Kuantitatif, Kualitatif dan R&B. Bandung: Alfabeta
- Thornbury, Scott. 2002. How to Teach Vocabulary. England: Longman
- http://syamedu.blogspot.com/2011/03/teaching-english-to-young-learners.html