

## TABLE OF CONTENTS

	<b>Page</b>
ABSTRACT (IN THAI).....	I
ABSTRACT (IN ENGLISH).....	II
ACKNOWLEDGEMENT.....	IV
TABLE OF CONTENTS.....	VI
LIST OF TABLES.....	XIII
LIST OF FIGURES.....	XIV
LIST OF ABBREVIATIONS.....	XV
 <b>CHAPTER</b>	
<b>1 INTRODUCTION.....</b>	<b>1</b>
1.1 Statement of the Problem.....	1
1.2 Research Objectives.....	5
1.3 Research Questions.....	5
1.4 Research Hypothesis.....	6
1.5 Significance of the Research.....	6
1.6 Scope and Limitations of the Research.....	7
1.7 Definition of Key Terms.....	8
1.8 Overviews of the Research.....	10
1.9 Summary of the Chapter.....	10

## TABLE OF CONTENTS (CONTINUED)

CHAPTER	Page
<b>2 LITERATURE REVIEW.....</b>	11
2.1 The Basic Education Core Curriculum B.E. 2551 (A.D. 2008).....	11
2.1.1 Vision.....	11
2.1.2 Principles.....	12
2.1.3 Goals.....	13
2.1.4 Learners' Key Competencies.....	13
2.1.4.1 Communication Capacity.....	14
2.1.4.2 Thinking Capacity.....	14
2.1.4.3 Problem-Solving Capacity.....	14
2.1.4.4 Capacity for Applying Life Skills.....	14
2.1.4.5 Capacity for Technological Application.....	15
2.1.5 Desirable Characteristics.....	15
2.1.6 Learning Area of Foreign Languages.....	16
2.1.7 Learning Strands and Standards for Foreign Languages.....	17
2.1.8 Curriculum of Foreign Languages Department for Prathomsuksa 4, Ban Nong Chum Sang School .....	18
2.2 Vocabulary Learning .....	20
2.2.1 Definitions of Vocabulary .....	20
2.2.2 Types of Vocabulary .....	21
2.2.3 The Importance of Vocabulary.....	23
2.2.4 Knowing a Vocabulary Item.....	24

## TABLE OF CONTENTS (CONTINUED)

<b>CHAPTER</b>	<b>Page</b>
2.2.5 Current Trends in L2 Vocabulary Teaching.....	27
2.2.6 The Principle of Choosing the Vocabulary for Teaching.....	29
2.2.7 Vocabulary Teaching Techniques.....	29
2.3 The Use of Games in English Language Teaching .....	37
2.3.1 Definitions of Games.....	37
2.3.2 Types of Games.....	39
2.3.3 Reasons for Using Games in the Language Classroom.....	42
2.3.4 The Principle of Selecting Game in Teaching.....	45
2.3.5 Advantages of Using Games .....	51
2.4 The Role of Teachers in Teaching with Games.....	56
2.5 The Steps of Teaching with Games.....	59
2.6 Efficiency.....	60
2.6.1 Definition.....	60
2.6.2 How to Find out the Efficiency of Instructional Materials by Empirical Approach.....	61
2.7 Concepts and Theories of Satisfaction.....	64
2.7.1 Definitions of Satisfaction .....	64
2.7.2 Principle of Enhancing Motivation.....	66
2.7.3 Theories Related to Satisfaction.....	67
2.8 Previous Studies Related to the Present Study.....	68
2.9 Summary of the Chapter.....	76

## TABLE OF CONTENTS (CONTINUED)

CHAPTER	Page
<b>3 RESEARCH METHODOLOGY.....</b>	<b>77</b>
3.1 Population and Samples.....	77
3.1.1 Population.....	77
3.1.2 Samples.....	77
3.2 Research Instruments.....	78
3.3 The Construction of Research Instruments.....	78
3.3.1 Lesson Plans for Teaching English Vocabulary through Games..	78
3.3.2 English Vocabulary Achievement Test .....	85
3.3.3 Satisfaction Questionnaire.....	87
3.4 Data Collection Procedures .....	90
3.5 Data Analysis Procedures.....	92
3.5.1 Pretest and Posttest Scores.....	92
3.5.2 Students' Satisfaction toward Learning English Vocabulary through Games .....	92
3.5.3 Additional Opinions Data.....	93
3.6 Statistics Used in Data Analysis.....	93
3.6.1 Statistics Used to Find out the Quality of Instruments.....	93
3.6.2 Basic Statistics.....	96
3.6.3 Statistics Used to Examine the Difference of Pretest and Posttest Score Using Dependent Samples t-test.....	97
3.7 Summary of the Chapter.....	98

## TABLE OF CONTENTS (CONTINUED)

<b>CHAPTER</b>	<b>Page</b>
<b>4 RESULTS</b> .....	99
4.1 Research Question One.....	99
4.2 Research Question Two.....	103
4.3 Research Question Three.....	105
4.4 Summary of the Chapter.....	107
<b>5 CONCLUSION AND DISCUSSION</b> .....	109
5.1 Summary of the Major Findings.....	109
5.2 Discussion of the Findings.....	111
5.2.1 The Efficiency of the Lesson Plans for Teaching English Vocabulary through Games for Prathomsuksa 4 Students.....	111
5.2.2 Difference between the Pretest and Posttest Mean Scores.....	112
5.2.3 Students' Satisfaction toward Learning English Vocabulary through Games .....	114
5.3 Pedagogical Implications.....	118
5.4 Suggestions for Future Research.....	119
<b>BIBLIOGRAPHY</b> .....	120
<b>APPENDICES</b> .....	134
A The Formal Letter.....	135

## TABLE OF CONTENTS (CONTINUED)

<b>APPENDICES</b>	<b>Page</b>
The Letter Asking Permission to Collect the Research Data.....	135
The Letter Asking Permission to Collect the Research Data.....	136
<b>B</b> The Letters for Experts.....	137
The Letter Requesting to be the Expert for the Research Instruments.....	137
The Letter Requesting to be the Expert for the Research Instruments.....	138
The Letter Requesting to be the Expert for the Research Instruments.....	139
<b>C</b> The Results of the Trail.....	140
<b>D</b> Vocabulary Achievement Test.....	146
Achievement test Answer Key.....	153
The Table of IOC Index Analysis of Achievement Test.....	154
The Items Analysis Results Showing the Level of Difficulty (p), the Discrimination Index (B), and the Reliability (Rcc) of the English Vocabulary Achievement Test.....	157
<b>E</b> Satisfaction Questionnaire.....	159
The Evaluation of Correctness and Appropriation of the Statement in Questionnaire of Learners' Satisfaction towards Learning Vocabulary through Games for Prathomsuksa 4 Students by the Experts.....	161
The Item-total Correlation for each Item of Five Point Rating Scale Questionnaire.....	162
<b>F</b> Lesson Plans.....	163

**TABLE OF CONTENTS (CONTINUED)**

	<b>Page</b>
<b>CURRICULUM VITAE.....</b>	<b>245</b>

มหาวิทยาลัยราชภัฏสุราษฎร์ธานี  
Buriram Rajabhat University

## LIST OF TABLES

Table	Page
3.1 Ten Sets of Vocabulary and Games Used in this Study.....	80
3.2 The Five-point Likert Scale Used in this Study.....	81
3.3 The Results of Lesson Plans Analysis .....	82
3.4 Research Design.....	90
4.1 The Scores of the Treatment (E1) (N=14).....	100
4.2 The Posttest Scores (E2) (N=14).....	101
4.3 Efficiency of Process and Product.....	102
4.4 Comparison of Pretest and Posttest Mean Scores (N = 14).....	104
4.5 Differences of the Pretest and the Posttest Scores.....	105
4.6 The Mean and Standard Deviation for Each Satisfaction Questionnaire Item (N = 14).....	106



## LIST OF FIGURES

Figure	Page
3.1 Steps of Trying out the Lesson Plans.....	85
3.2 Data Collection Procedures .....	91

มหาวิทยาลัยราชภัฏสุราษฎร์ธานี  
Buriram Rajabhat University

## LIST OF ABBREVIATIONS

CLT	Communicative Language Teaching
EFL	English as a Foreign Language
ELT	English Language Teaching
ESL	English as a Second Language
SPSS	Statistical Package for the Social Sciences
TPR	Total Physical Response

มหาวิทยาลัยราชภัฏสุราษฎร์ธานี  
Buriram Rajabhat University