

## REFERENCES

- A Committee of College and University Examiners. (1956). *Taxonomy of educational objectives*. London: Longmans, Green and Co. Ltd.
- Adegbija, M., & Fakomogbon, M. (2012). Instructional media in teaching and learning: a nigerian perspective. *Global Media Journal*, 6 (2), 216-230.
- Aini, W. N. (2013). Instructional media in teaching English to young learners: a case study in elementary schools in Kuningan. *Journal of English and Education*, 1 (1), 196-205.
- Azar, A. S. (2012). The effect of games on EFL learners' vocabulary learning strategies. *International Journal of Applied Science*, 1 (2), 252-256.
- Chan, W. M., Chin, K. N., Nagami, M., & Suthiwat, T. (2011). *Media in foreign language teaching and learning*. Boston: Walter de Gruyter, Inc.
- Chang, S., & Cogswell, J. (2008). Using board games in the language classroom. *TESOL*. Monterey: Monterey Institute of International Studies.
- Effendi, E. (2013). The use of games to improve vocabulary mastery. *Jurnal Penelitian* 3 , 1 (12), 78-84.
- Feng, H.-Y., Fan, J.-J., & Yang, H.-Z. (2013). The relationship of learning motivation and achievement in EFL: gender as an intermediated variable. *Educational Research International*, 2 (2), 50-57.
- Kementerian Pendidikan dan Kebudayaan. (2013). *Salinan lampiran peraturan menteri pendidikan dan kebudayaan nomor 67 tahun 2013*. Jakarta: Depdikbud.
- Krathwohl, D. R. (2002). A revision of bloom's taxonomy: an overview. *Theory Into Practice*, 41 (4), 212-218.
- Lee, H. L. (2012). SMARTies: Using a board game in the English classroom. *Malaysian Journal Of ELT Research*, 8 (1), 1-35.

- Musthafa, B. (2010). Teaching English to young learners in Indonesia: essential requirements. *Educationist* , 4 (2), 120-125.
- Rohmah, M. (2014). The effect of monopoly game on the eighth grade students' speaking ability at SMP Muhammadiyah 1 Gresik. *Unpublished Thesis* . Universitas Muhammadiyah Gresik.
- Septianova, B. S. (2015). Perbandingan hasil belajar siswa antara kelas yang menggunakan media pembelajaran audio-visual dengan kelas yang menggunakan media konvensional pada materi menjelaskan komponen/elemen mesin dan pengoperasian mesin bubut. *Unpublished Thesis* . Universitas Negeri Semarang.
- Smaldino, S. E., Russell, J. D., Heinich, R., & Molenda, M. (2005). *Instructional technology and media for learning*. New Jersey: Pearson Merrill Prentice Hall.
- Wang, Y.-J., Shang, H.-F., & Briody, P. (2011). Investigating the impact of using games in teaching children English. *International Journal of Learning & Development* , 1 (1), 127-140.
- Zhao, A. H., & Morgan, C. (2004). Consideration of age in L2 attainment - children, adolescents and adults. *Asian EFL Journal* , 6 (4), 1-13.