

THESIS

**THE EFFECTIVENESS OF GAMES IN TEACHING
SIMPLE PRESENT TENSE OF THE EIGHTH GRADE
STUDENTS OF SMP NEGERI 2 LARANTUKA IN THE
SCHOOL YEAR 2014/2015**



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**Presented in Partial Fulfillment of the Requirements
for Sarjana Pendidikan Degree in English Language Education**

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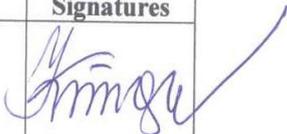
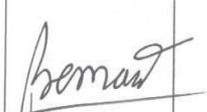
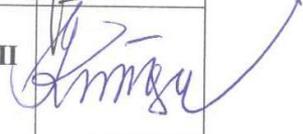
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DEDICATION

This thesis is particularly dedicated to the followings:

- *My beloved parents, Drs. Fransiskus Bala Hurint and Mariana Paulina Huko Lebuan. who always Pray and give attention and motivation to me during the writing this thesis.*
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MOTTO

“Every effort which is passed through sweat, prayer and tears will be blessed by God”.

(Jebe Hurint)

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The writer would like to thank God for His protection and blessing to the writer, so that she could finish this writing. The writer realizes that this thesis is still imperfect. Suggestions will be much needed for the improvement of this thesis. The writer hopes this thesis will be worthwhile for those who read it.

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Kupang, June 2015

The Writer

ABSTRACT

This study is entitled: **“The Effectiveness of Games in Teaching Simple Present Tense of the Eighth Grade Students of SMP Negeri 2 Larantuka in the School Year 2014/2015.”** The study is conducted to answer the following questions. 1) Is the use of games effective in teaching Simple Present Tense to the eighth grade students of SMP Negeri 2 Larantuka in the school year 2014/2015? 2) What is the ability level of the eighth grade student’s of SMP Negeri 2 Larantuka in the school year 2014/2015 in mastering Simple Present Tense after being taught by using games? The study was conducted in order to find out if the use of games effective in teaching Simple Present Tense to the eighth grade students of SMP Negeri 2 Larantuka in the school year 2014/2015 and to find out the ability level of the eighth grade student’s of SMP Negeri 2 Larantuka in the school year 2014/2015 in mastering Simple Present Tense after being taught by using games. This study is limited the materials are focused on affirmative, negative, and interrogative sentence. For interrogative sentences the writer only focus on yes-no questions. In order to achieve the objective, Classroom Action Research (CAR) was used as the research design. This study was conducted in two cycles in which each cycle consisted of four steps namely Planning, Action, Observation and Evaluation. The writer used pre-test, post-tests and observation sheets to gather the data. This study was conducted in SMP Negeri 2 Larantuka. The writer chose Class VIIA. The class consisted of 30 students and the writer only chose 20 students as the sample on this study because at the first meeting of 10 students were absent in the lesson. The instrument used in this study was pre test, post-test 1 and post-test 2. The student’s level of ability in pre-test is **Below Average (5.20)**. The effectiveness of this game is indicated by the improvement of student’s average in Cycle 1 to Cycle 2. In the Cycle 1, the student’s average score is **Average (6.03)** and in the Cycle 2 the average score is **Fairly Good (7.08)**. The key for the effectiveness of miming and dice games is by providing the students with sufficient examples so they can practice correctly during the playing time. The writer would like to offer some suggestions to those who are interested to this game. The first is for English teacher. Teacher should play dice and miming games to drill grammar rules because it is more fun and enjoyable and in using this game, the game can be collaborated with other teaching media such as videos and picture to enhance the result of teaching learning process. And the second For other researcher who is interested on this teaching grammar, please conduct a study to know the effectiveness of this game on the other subject area.

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