### AN UNDERGRADUATE THESIS

# INCREASING THE STUDENTS' ENGLISH LEARNING RESULT THROUGH THE USE OF STEPPING STONES GAME AT THE FIFTH GRADE OF STATE ELEMENTARY SCHOOL 4 METRO TIMUR IN ACADEMY YEAR OF 2011/2012



By:

DENY RIWAYATI Student Number: 0734737

Tarbiyah Department English Education Study Program

STATE ISLAMIC COLLEGE (STAIN)
OF JURAI SIWO METRO
1432 H / 2011 M

#### INCREASING THE STUDENTS' ENGLISH LEARNING RESULT THROUGH THE USE OF STEPPING STONES GAME AT THE FIFTH GRADE OF STATE ELEMENTARY SCHOOL 4 METRO TIMUR IN ACADEMIC YEAR OF 2011/2012

Presented as a Partial Fulfillment of the Requirement for the Degree of Sarjana Pendidikan Islam (S. Pd. I) in English Education Program

BY

DENY RIWAYATI St.N: 0734737

#### TARBIYAH DEPARTMENT ENGLISH EDUCATION PROGRAM

Sponsor : Prof. Dr. Syaripudin, M. Ag Co. Sponsor : Dedi Irwansyah, M. Hum

STATE ISLAMIC COLLEGE (STAIN)
OF JURAI SIWO METRO
1432 H/ 2011 M

## INCREASING THE STUDENTS' ENGLISH LEARNING RESULT THROUGH THE USE OF STEPPING STONES GAME AT THE FIFTH GRADE OF STATE ELEMENTARY SCHOOL 4 METRO TIMUR IN ACADEMIC YEAR OF 2011/2012

#### ABSTRACT By: DENY RIWAYATI

Ideally learning process is conducted in fun atmosphere, enjoyable and comfortable in order to the goal of learning can be reached well. But the fact not all of learning classes have those atmospheres. It caused the goal of learning be difficult to be reached. Nevertheless, by using the appropriate teaching aid those problems can be solved. In this research, the researcher used the stepping stones game as a teaching aid because it was appropriate to elementary school level. The aimed of this research was to know whether or not the use of stepping stones game increase students' English learning result.

The object of this research was the fifth graders of state elementary school 4 Metro Timur in academic year of 2011/2012. This grade consists of 27 students. This research is classroom action research with 4 steps. They were planning, action, observation and reflection. Data collecting method used in this research were test, observation and documentation. Test was done in every cycle. The result of the test is used to determine the improvement in learning result before and after using the stepping stones game. The researcher administered 2 tests in cycle I, they were pre test and post test I. While in cycle II, the researcher does one test. It is post test II. The total items of every test were similar. The test consisted of 20 items multiple choice form and 5 items arranging the words form. To analyze the data, the researcher used the formula of mean or average. The result of every test continued was42.8, 59.6, and 71.5 and the indicator of successfulness of this research is if 70% of students got score 70 or at least the average of test was 70.

From the result of the test in every cycle, it can be seen that the result is getting better. Based on the fact, the researcher concludes that the use of stepping stones game as teaching aid can increase the students' English learning result. Therefore the researcher suggests that teachers use stepping stones game in learning process to increase learning result of their students.

#### **CURRICULUM VITAE**



The name of the writer is Deny Riwayati. She was born in Pekalongan on 09 December 1989. She is the last child of happy couple, Chadjin and Arbanginah.

She was enrolled kindergarten school at TK PKK 1 in Yosodadi in 1994 and graduated in 1995. Then she was enrolled at SDN 6 Metro Timur in 1995 and graduated in 2001. She continued her study at SMP N 3 Metro and graduated in 2004. Then she studied in SMA N 3 Metro in 2004 and graduated in 2007.

In 2007, she was registered as a S1 student of English Education Program State Islamic College (STAIN) of Jurai Siwo Metro.