

**INCREASING THE STUDENTS' SIMPLE PRESENT TENSE ABILITY
THROUGH BOARD GAME AT THE EIGHT GRADE OF STATE
ISLAMIC JUNIOR HIGH SCHOOL 1 METRO**

AN UNDERGRADUATED THESIS



BY :

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**ENGLISH PROGRAM OF TARBIYAH DEPARTEMENT
STATE ISLAMIC COLLEGE (STAIN)
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1433 H / 2012 M**

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ISLAMIC JUNIOR HIGH SCHOOL 1 METRO**

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**ENGLISH PROGRAM OF TARBIYAH DEPARTEMENT
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MENINGKATKAN KEMAMPUAN SIMPLE PRESENT TENSE SISWA MELALUI BOARD GAME DI MTS NEGERI 1 METRO

ABSTRAK

**OLEH :
IKA FIGURA DIZA**

Pembelajaran grammar khususnya pembelajaran simple present tense merupakan pembelajaran yang harus dikuasai siswa pada MTsN 1 Metro, karena merupakan salah satu pembelajaran yang penting bagi siswa dalam penguasaan bahasa Inggris. Tapi seringkali siswa mengalami kesulitan dalam memahami simple present tense. Hal ini mungkin disebabkan oleh media yang digunakan oleh guru tidak menarik. Oleh karena itu, peneliti menggunakan media board game dalam pembelajaran simple present tense, dimana siswa diharapkan tertarik sehingga mereka merasa tertantang dan dapat mendorong siswa dalam menguasai simple present tense.

Penelitian ini bertujuan untuk mengetahui apakah media board game dapat meningkatkan kemampuan simple present tense siswa MTsN 1 Metro dan mencari tahu apakah media board game dapat membuat proses pembelajaran menjadi menarik. Ini merupakan penelitian tindakan kelas dengan subyek penelitian adalah siswa dari kelas VIII.C di MTsN 1 metro. Dan peneliti meminta Ibu Novi Diana Mandawasa, S.Ag sebagai kolaborator dalam penelitian ini.

Hasil nilai rata-rata dari pre-tes dan post-test menunjukkan bahwa ada peningkatan nilai. Nilai rata-rata pada pre-tes adalah 48,1, dan di post-tes I adalah 73,1, telah terjadi peningkatan sebesar 25 poin. Kemudian, nilai rata-rata pada post-tes II adalah 87, juga telah terjadi peningkatan sebesar 13,9 poin dari pada post-test I. Sedangkan, persentase siswa yang lulus pada pre-test adalah 16,7 % dari total keseluruhan siswa, dan pada post-test I adalah 83,3 %, dan kemudian, pada post-test II adalah 100 % siswa yang mampu lulus ujian. Berdasarkan hasil diatas, itu dapat disimpulkan bahwa media board game dapat meningkatkan kemampuan simple present tense. Media ini membuat siswa tertarik dan termotivasi dalam proses pembelajaran. Sehingga, mereka merasa santai dalam mengerjakan tugas. Dan, ini juga membuat mereka lebih mudah dalam mengerti materi pembelajaran.

INCREASING THE STUDENTS' SIMPLE PRESENT TENSE ABILITY THROUGH BOARD GAME IN MTSN 1 METRO

ABSTRACT

**OLEH :
IKA FIGURA DIZA**

Learning grammar especially simple present tense is the subject that must be mastered by the students in MTsN 1 Metro, because it is include one of the important subjects for the students in matstering English. Often, the students have difficulties in undertsanding simple present tense. This matter may be happened because the teacher does not use an interesting media. Therefore, the writer uses board game media in learning simple present tense, where is the students hope can interest so that they feel challange and can stimulating in master the simple present tense.

The research was aimed to know whether board game media can increas the students' ability in learning simple present tense dan to know whether board game can increase learning process to interest. It was Classroom Action Research (CAR) with the subject of this research are the students of VIII.C graders in MTsN 1 Metro. And the researcher asked Mrs. Novi Diana Mandawasa S.Ag as the collaborator in this research.

The average result score of pre-test and post-test shows that there is progressing score. The average score of pre-test is 48,1, and in post-test I is 73,1, it was increase 25 point. And then, the average score at post-test II is 87. It was increase 13,9 point better than post-test I. While, the percentages of the student's pass at pre-test is 16,7 % of total students, and at post-test I is 83,3 %, and then, at post-test II is 100 % students who are able passed the exam. Based on the result above, It can be said that board game can increase students' simple present tense ability. This media makes the students are interested and motivated in the class. So that, they are felt so enjoy to doing the task. And, It also makes them easier in studying the materials.

Curriculum Vitae



The writer was born at Talang Kelapa Ranau, August 27th, 1988. She is the first child of MAJEDI and ZAUYYAH. Being good teacher and entrepreneur were the last thing he ever dreamt of.

Enrolling in kindergarten RODHATUS SHOLIHIN Penantian in 1993-1994 made him ready to continue his study at SD Negeri 1 Sipatuhu. Indeed, six years had been a long journey to pass in SD Negeri 1 Sipatuhu since 1994-2000 while he had so many friends to leave. In line with his focus of the study, he decided to extend his study in SLTP Negeri 1 in Bandung Agung 2000 - 2003. After graduating from SLTP Negeri 1 Bandung Agung, he continued his study in SMA Negeri 1 Bandung Agung for three years (2003-2006). Nevertheless, STAIN Jurai Siwo Metro has become his next direction to go on his study in the academic year of 2008/2009. He has been in English Education Study Program since the academic year of 2008/2009 up to now.

