AN UNDERGRADUATE THESIS

IMPROVING THE STUDENTS' LISTENING COMPREHENSION THROUGH GUESSING GAME AT THE SECOND GRADE OF SMA MUHAMMADIYAH 1 METRO

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IMPROVING THE LISTENING COMPREHENSION THROUGH GUESSING GAME STRATEGY AT THE SECOND GRADE OF SMA MUHAMMADIYAH 1 METRO

ABSTRACT

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The purposes of this research are to show that using Guessing Game strategy can increase the students' listening comprehension and students' learning activities at the tenth grade of SMA Muhammadiyah 1 Metro in academic year 2017/2018.

This research was classroom action research that consisted of two cycles. The research was conducted at SMA Muhammadiyah 1 Metro on XI A class which consisted of 22 students. The data collecting technique used test, documentation, observation and field note. Regarding to the research process, the researcher gave the pre-test for the students to know their listening comprehension score. Then, the researcher gave the treatment for the students. In addition, the change of the students' comprehension score could be known through post test that had been given in every cycle. The test consisted 10 items of multiple choice forms.

The result of the research illustrated the average of the students' score in pre-test was 55 and post test 1 was 64 and post test 2 in cycle II was gained the average score was 72. The condition of the class was getting better. The students were more active in English learning process. In summing up it may be stated that using Guessing Game can increase the students' listening comprehension at the second grade of SMA Muhammadiyah 1 Metro.

MENINGKATKAN PEMAHAMAN MENYIMAK MENGGUNAKAN GUESSING GAME PADA SISWA KELAS XI SMA MUHAMMADIYAH 1 METRO

ABSTRAK

Oleh:

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Tujuan dari penelitian ini adalah untuk menunjukkan bahwa penggunaan Guessing Game strategy dapat meningkatkan pemahaman menyimak dan aktifitas pembelajaran pada siswa tingkat XI SMA Muhammadiyah 1 Metro pada tahun pelajaran 2016/2017.

Penelitian ini menggunakan Penelitian Tindakan Kelas (PTK) yang terdiri dari 2 siklus. Penelitian ini dilaksanakan di SMA Muhammadiyah 1 Metro pada kelas XI yang terdiri dari 22 siswa. Teknik pengumpulan data pada penelitian ini menggunakan teknik test, dokumentasi, observasi, dan catatan lapangan. Tahapan-tahapan dalam proses penelitian yaitu peneliti memberikan pre-test kepada siswa untuk mengetahui pemahaman menyimak siswa. Kemudian, peneliti memberikan tindakan kepada siswa dalam setiap siklusnya Perubahan nilai dari siswa akan diketahui melalui hasil post test yang dilakukan dalam setiap siklus. Test ini terdiri dari 10 soal berbentuk pilihan ganda.

Selanjutnya, berdasarkan penelitian yang telah dilakukan, peneliti mendapatkan hasil penelitian dengan nilai rata-rata pre-test adalah 55, post test 1 adalah 64 dan post test 2 pada siklus II adalah 72. Kondisi kelas menjadi jauh lebih baik. Siswa-siswa menjadi lebih aktif untuk mengikuti proses pembelajaran bahasa Inggris. Kesimpulannya adalah penggunaan Guessing Game dapat meningkatkan pemahaman menyimak dan aktifitas pembelajaran siswa pada tingkat XI SMA Muhammadiyah 1 Metro.

CURRICULUM VITAE



The name of the researcher is AGE SETIANINGSIH. She was born in Tebing, on August 28th 1995. She is the last child of happy couple namely Mr. Legiman and Mrs. Paini.

She was enrolled her study in the SD Muhammadiyah Tebing. She continued her study at SMPN 1 Melinting on 2006 until 2009. In line with her focus on the study, she continued her study at SMAN 1 Melinting and graduated on 2012. Then, she was registered as a S1 student of English Education Department of State Institute of Islamic Studies (IAIN) of Metro.