THE EFFECTIVENESS OF USING MATCHING GAME TOWARD STUDENTS' GRAMMAR ACHIEVEMENT OF THE EIGHTH GRADE AT MTS MANBA'UL 'ULUM BUNTARAN REJOTANGAN TULUNGAGUNG

THESIS

Presented to
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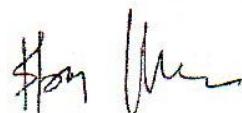
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iv

MOTTO

Better to feel how hard education is at this time rather than fell

the bitterness of stupidity, later.

DEDICATIONS

This thesis is proudly dedicated to:

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DECLARATION OF AUTHORSHIP

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States that the thesis entitled *"the effectiveness of using matching game toward student's grammar achievement of the eighth grade at MTs Manba'ul 'Ulum Buntaran Rejotangan Tulungagung "* is truly my original work. It does not incorporate any material previously written or published by another person expect those indicated in quotation and bibliography. Due to the fact, I am the only person responsible for the thesis. If a later time it is found that this thesis is a product of plagiarism I am willing to accept any legal consequences that may be imposed to me.

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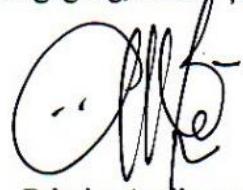
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ABSTRACT

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Keywords: Effectiveness, matching game, simple past tense

One of strategies used in teaching grammar is game. Game is one of ways to modify the bored lesson like grammar especially in simple past tense when the student can to change verb I to verb II (past participle). Sometimes, the student was bored and lazy at class that made difficultness to memory it. Enjoy the lesson is the important thing to make student understand material easily. One ways is game. Wright (2006: 1) states that game is an activity which is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others. Matching game is one of strategy in cooperative learning. In this research, matching game uses flashcard as the media that consist of two kinds of cards that are; question card (verb 1) and answered card (verb 2) and the students should be match the suitable cards. After that, they have discussed about it in the last lesson. Matching game has advantages which it contained flash card attract students' attention to interpret it and express their ideas related to the card. Matching game also stimulate students to memorize past participle verb easily and fun without forcing them.

The researcher formulated the research problems were: 1) How is the student's grammar achievement before being taught using matching game? 2) How is the student's grammar achievement after being taught by using matching game? 3) Is there a significant difference between students' grammar achievement before and after being taught by using matching game?

Based on the research problems above, the objectives of research were: 1) To find out the students grammar achievement before being taught using matching game. 2) To find out the students grammar achievement using matching game. 3) To know the significant difference between students' grammar achievement before and after being taught using matching game.

Research method: 1) the research design in this research was pre-experimental design with one group pretest and posttest from quantitative approach, 2) the population of this research was all the eighth grade at MTs Manba'ul 'Ulum Buntaran Rejotangan Tulungagung was taken as the sample consists of 25 students into one class, 4) the research instrument was a test, 5) the data analysis was using *t-test.*

The result showed that the students mean pretest score was 41.12, and the means posttest score was 71. After analyzed by using *paired sample t-test*, it showed that *T-count* was 9.16, whereas *T-table* with significant level 5% and *df =*

24 was 2.064. So, *T-count* was greater than *T-table*. This means that H_a which states that there is significant effect in using matching game to teach grammar for eighth grade at MTs Manba'ul 'Ulum Buntaran Rejotangan was accepted. Whereas, H_o which states there is no significant effect in using matching game to teach grammar for eighth grade at MTs Manba'ul 'Ulum Buntaran Rejotangan was rejected.

Based on the result of this study, matching game can be used as an alternative strategy to teach grammar especially in simple past tense for students at MTs level. Then, matching game is expected to be an information material for many teachers especially English teachers in teaching grammar like regular and irregular verb of simple past tense.

ABSTRAK

Amijayanti, Primita. Nomor Induk Mahasiswa. 2813123124. 2016. *The Effectiveness of Using Matching Game toward Students' Grammar Achievement of the Eighth Grade at MTs Manba'ul 'Ulum Buntaran Rejotangan Tulungagung.* Skripsi. Pendidikan Bahasa Inggris. Fakultas Tarbiyah Ilmu Keguruan. IAIN Tulungagung. Pembimbing: Hj. Ida Isnawati, M.Pd.

Kata kunci: Keefektifan, *Matching Game*, Simple Past Tense

Salah satu strategi yang digunakan dalam mengajar grammar adalah permainan. Permainan merupakan salah satu cara untuk mensiasati mata pelajaran yang membosankan seperti grammar, utamanya pada materi simple past tense dimana siswa diharapkan mampu mengubah kata kerja bentuk I ke kata kerja bentuk II. Siswa terkadang merasa bosan dan malas di dalam kelas yang membuat siswa kesulitan dalam memahami materi. Menikmati pelajaran kelas itu penting untuk membuat siswa nyaman dan dapat menerima pelajaran dengan mudah. Salah satunya caranya adalah game. Wright (2006:1) mendefinisikan bahwa permainan adalah suatu kegiatan yang menghibur dan menarik, seringkali menantang, dan aktifitas ini dapat dimainkan serta biasanya akan membantu mereka dalam berinteraksi dengan teman lainnya. *Matching game* adalah slah satu strategy dalam pembelajaran kooperatif. Di penelitian ini, *matching game* menggunakan flashcard sebagai media yang terdiri dari dua jenis kartu yaitu kartu pertanyaan (kata kerja I) dan kartu jawaban (kata kerja II). Siswa diminta untuk mencari pasangan dari setiap karu yang mereka bawa. Kemudian, di akhir pembelajaran setiap pasangan kartu akan didiskusikan bersama. *Matching game* mempunyai kelebihan dimana kartu ini dapat menarik perhatian siswa dalam memahami kata erja sesuai ide yang mereka expresikan. *Matching game* juga mendorong siswa untuk mengingat bentuk kata kerja tidak beraturan dengan mudah dan menyenangkan tanpa memaksa mereka. Ini akan menstimulus siswa dalam mengingat perubahan kata kerja serta penyusunannya dengan kegiatan yang menyenangkan tanpa ada paksaan.

Sesuai paparan latar belakang tersebut, peneliti memformulasikan masalah penelitian adalah 1) Bagaimana prestasi grammar siswa sebelum mereka diajarkan menggunakan *matching game*?, 2) Bagaimana prestasi grammar siswa sesudah mereka diajarkan menggunakan *matching game*?, 3) Apakah ada perbedaan nilai yang signifikan sebelum dan sesuadah diajar menggunakan *matching game*?

Menurut permasalahan diatas, penelitian ini bertujuan 1) untuk mengetahui prestasi grammar siswa sebelum mereka diajarkan menggunakan *matching game,* 2) untuk mengetahui prestasi grammar siswa sesudah mereka diajarkan menggunakan *matching game,* 3) untuk mengetahui perbedaan nilai yang signifikan sebelum dan sesuadah diajar menggunakan *matching game.*

Methodology penelitian: 1) desain penelitian yang digunakan adalah penelitian pre-experimental dengan satu kelompok pretest dan posttest dengan pendekatan kuantitatif, 2) populasi pada penelitian ini adalah semua siswa kelas 8

di MTs Manba'ul 'Ulum Buntaran Rejotangan Tulungagung, 3) Sampel dalam penelitian ini adalah kelas 8 yang terdiri dari 25 siswa. 4) Instrumen yang digunakan adalah test. 5) Data analisis menggunakan *t-test*.

Hasilnya menunjukkan bahwa rata-rata nilai pretest siswa adalah 41.12, dan rata-rata nilai posttest adalah 71. Setelah dianalisis menggunakan *paired sample t-test,* ini menunjukkan bahwa *t-count* adalah 9.16, sedangkan *t-table* dengan level signifikan 5% dan *df* 24 adalah 2.064. Jadi, *T-count* lebih besar daripada *T-table*. Ini berarti bahwa H_a yang menyatakan bahwa ada perbedaan signifikan dalam menggunakan *matching game* dalam mengajar grammar kelas VIII di MTs Manba'ul 'Ulum telah diterima. Sedangkan, H_0 yang menyatakan bahwa tidak ada perbedaan signifikan dalam menggunakan *matching game* dalam mengajar grammar kelas VIII di MTs Manba'ul 'Ulum telah ditolak.

Berdasarkan hasil dalam penelitian ini, *matching game* dapat digunakan sebagai salah satu strategi alternatif dalam mengajar grammar terutama materi simple past di tingkat SMP. Dan juga, *matching game* diharapkan dapat memberikan informasi tentang bahan ajar kepada para guru utamanya guru bahasa inggris dalam mengajar grammar seperti kata kerja beraturan dan kata kerja tidak beraturan dalam simple past tense.

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The writer realizes that this research is far from being perfect. Therefore, any constructive criticism and suggestion will be gladly accepted.

Tulungagung, June 1st, 2016

The Writer

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