

**“ IMPROVING STUDENTS’ PARTICIPATION IN LEARNING ENGLISH
BY USING ENGLISH BOARD GAME”**

**(A Classroom Action Research at the First Grade of SMA Negeri
Kebakkramat in the Academic Year 2015 / 2016)**



A THESIS

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**Submitted to the Teacher Training and Education Faculty of Sebelas Maret
University to Fulfill One of the Requirements for Getting the Undergraduate
Degree of Education**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
SEBELAS MARET UNIVERSITY**

2016

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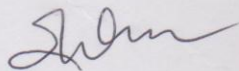
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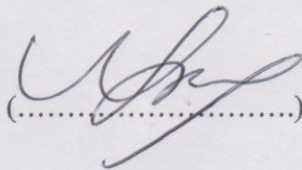
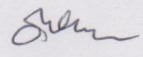
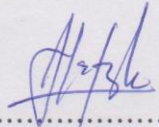
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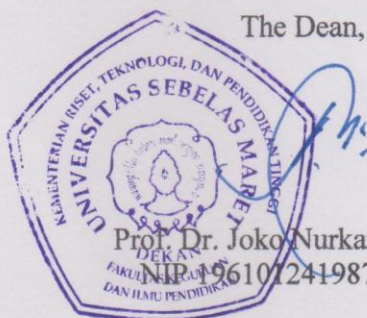
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ABSTRACT

Deasy Indriawan. K2211023, “**IMPROVING STUDENTS’ PARTICIPATION IN LEARNING ENGLISH BY USING ENGLISH BOARD GAME (A Classroom Action Research at the First Grade of SMA Negeri Kebakkramat in the Academic Year of 2015 / 2016)**”. A thesis, Surakarta: Teacher Training and Education Faculty. Sebelas Maret University, Surakarta, 2016.

The objectives of the research are: (1) to identify whether and to what extent the use of games can improve student’s participation (2) to describe difficulties in implementing games in the English class.

This action research was carried out at SMA Negeri Kebakkramat was conducted from August to September 2015. The subject of the research was the students of class X-2. The research was conducted in two cycles: in the first cycle there were three meetings and in the second cycle there were three meetings. This research optimized the use of English board game to improve students’ participation in learning English.

The qualitative data were collected through interview, observation, field note and questionnaire. The qualitative data were collected through speaking test in playing board games, in this research focus on students’ speaking skill. The data were compared and analyzed to get a conclusion as the result of this research. The finding showed that English board game improves students’ participation in learning English. The improvements of students’ participation include: (1) the number of students asking question during learning process increased; (2) the number of students gave comment or suggestion in learning process increased; (3) students became more enthusiastic in following the learning process; (4) students became more confident to involve themselves in learning process; (5) many students gave positive feedback during the lesson; (6) students made good cooperation in class discussion. Besides, the difficulties of using English board game in English class that the teacher should: (1) adjust the class material with the design of a board game; (2) be creative in making an attractive design; (3) make the rule easy to understand; (4) consider the level of the students and the appropriate time; (4) handle the students patiently and keep the students not to get bored of the game. In addition, the students’ skill also improved. It can be seen from students’ speaking skill score: in pre-test their mean score was 63.2, in test 1 it was 67.5 and in test 2 it was 70.2. Besides, students’ writing and reading skill were also good. Students’ reading score was 70, 80, and even 100. In writing their score was quite good that was 70 and 85.

It can be concluded that English board game can improve students’ participation in learning English. This new variation of game will hopefully help teacher, students and school to make a better lesson in learning English. Students will improve their skill and also this game gives new experiences for students.

Key words: *students’ participation, board game, English lesson, classroom action research*

MOTTO

You only live once

Never regret anything that you have done, make those mistakes as lesson in your
life to make your life better in the future

DEDICATION

With all honor and love,
this thesis is dedicated to my beloved parents

ACKNOWLEDGEMENT

Praise and thank to God the Almighty for his mercy to me so that I am able to finish this thesis. In this occasion, I would like to express my deepest gratitude and appreciation to:

1. Prof. Dr. Joko Nurkamto, M.Pd, the Dean of Teacher Training and Education Faculty of Sebelas Maret University who has approved this thesis.
2. Teguh Sarosa, S.S., M.Hum, the Head of English Department for his wisdom during the writer's study in English Department.
3. Dra. Dewi Rochsantiningsih, M.Ed., Ph.D, the first consultant and Hefy Sulistyawati S.S., M.Pd, the second consultant, who have patiently given the guidance, support, and time from beginning up to the completion of writing this thesis.
4. All lecture of English Department, who have taught me and delivered the precious knowledge to me.
5. Drs. Jaka Wismono, M.Pd as the Headmaster of SMA Negeri Kebakkramat. I thank for allowing me to conduct the research at the school.
6. Drs. Sutarno, M.Pd, the English teacher of X-2 class, I thank for the help, the time and opportunity given.
7. The first grade students of SMA Negeri Kebakkramat especially X-2 students who participated well in research and thank you for being good students.

This thesis is expected to give positive contribution in English language learning and it can enrich the reference of teaching and learning English.

Surakarta, April 2016

The writer,

Deasy Indriawan

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