MOTTO

If children do not learn the way we teach them, then we must teach them the way they learn.

( Rita Dunn)
DEDICATION

With the name of Allah who is Merciful for the blessings and mercies, I could finish my thesis. Eventually this thesis is honorably dedicated to:

1. My beloved father (Alm) : Paidi Aslar, and my beloved mother: Sri Rahayu. Thank you so much for your love and guidance. You mean the world to me. I will do my best to honor you,

2. My beloved family; my sister: Eny, my brother: Agung, and my nephew: Nindy,

3. My beloved wife to be: Eny, thank you for being patient to me,

4. All my friends in 2000 level,
THE EFFECT OF USING GAME EXERCISES ON TENSES MASTERY OF THE FIFTH YEAR STUDENTS OF SDN KEPATIHAN IX JEMBER IN THE 2004/2005 ACADEMIC YEAR

Proposed to fulfill one of the requirements to obtain the degree of S1 at the English Education Program of the Language and Arts Education Department of the Faculty of Teacher Training and Education Jember University

BY:
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ENGLISH EDUCATION PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
JEMBER UNIVERSITY
2005
CONSULTANTS’ APPROVAL

THE EFFECT OF USING GAME EXERCISES ON TENSES MASTERY
OF THE FIFTH YEAR STUDENTS OF SDN KEPATIHAN IX JEMBER IN
THE 2004/2005 ACADEMIC YEAR

THESIS

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Department of the Faculty of Teacher Training and Education
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Firstly, I would like to thank the Supreme God, Allah SWT, the Almighty who has bestowed me blessing, health, and mercy so that I can finish this thesis entitled “The Effect of Using Game Exercises on Tenses Mastery of the Fifth Year Students of SDN Kepatihan IX Jember in the 2004/2005 Academic Year”.

I do realize this thesis could not be finished without the supervision of the following persons. At this moment, I would like to extend my deepest appreciation and sincerest thanks to the following people:

1. The Dean of Faculty of The Teacher Training and Education, Jember University.
2. The Chairperson of the Language and Arts Department, Jember University
3. The Chairperson of the English Education Program, Jember University.
4. The first and the second consultants who have given their time of correction and suggestions in the writing of this thesis.
5. The main examiner who has given me input to the writing of this thesis.
6. The Principal of SDN Kepatihan IX Jember who gave permission to conduct the research at this school.
7. The English teacher of SDN Kepatihan IX Jember who helped me obtain the research data.
8. The fifth year students of SDN Kepatihan IX Jember in the 2004/2005 Academic Year who became the respondents of this research.

To tell the truth, this thesis is still less perfect, but I have strived for perfection. Nevertheless, critic and advice from the readers for the improvement of this thesis will be fully appreciated.

Jember, June 2005

The Writer
ABSTRACT

Andik Budi Mahajaya, 2005, The Effect of Using Game Exercises on Tenses Mastery of the Fifth Year Students of SDN Kepatihan IX Jember in the 2004/2005 Academic Year

Thesis, The English Education Program, language Arts Department, Faculty of Teacher Training and Education, Jember university.

2. Dra. Siti Sundari, M.A

Key Words: Students’ Tenses Mastery
Game Exercises

This research was quasi-experimental with one group pre-test and post-test design. This research was intended to find whether or not game exercises has a significant effect on the students’ tenses mastery. It was conducted at SDN Kepatihan IX Jember, which was chosen by purposive method. The respondents that was one class of the fifth year (44 students) were determined by population method. The research data were obtained from tenses test (main data), and observation, documentation, and interview (supporting data). Then, the main data gained from tenses test (pre-test and post-test) were analyzed by using t-test (paired two samples for means of Excel program). The t-test analysis was done by comparing the mean of total scores, the mean score of present continuous tense and the mean score of simple present tense of pre-test and post-test. From the results of data analysis, it was found that the t-statistical value of total scores was 10.64. From the indicators of the research, the t-statistical value of present continuous tense was found 8.54, the value of the t-statistical value of simple present tense was found 8.22 while the t-critical value at the significance level of 5% was 2.02. The result showed that the students after being taught present continuous tense and simple present tense by using game exercises got better scores of post-test than before the treatment (pre-test scores of tenses). It could be concluded that there was a significant effect of using game exercises on the students’ tenses mastery of the fifth year students of SDN Kepatihan IX Jember in the 2004/2005 academic year. Then, the alternative hypothesis was accepted. It is suggested that the English teacher uses game exercises as the alternative technique to increase the students’ tenses mastery and to avoid the students’ boredom in teaching learning process of tenses.
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DEPARTEMEN PENDIDIKAN NASIONAL
UNIVERSITAS JEMBER
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN

LEMBAR KONSULTASI PENYUSUNAN SKRIPSI

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Jurusan / Program Study : PENDIDIKAN BAHASA INGGRIS

Pembimbing I : Dra. MADE ADI A.T. M.Ed

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Appendix 14 b

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Pembimbing II : Dra. SITI SUNDARI, M.A.

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