



**THE EFFECT OF USING A SNAKE AND LADDER GAME
ON THE SEVENTH GRADE STUDENTS' TENSE ACHIEVEMENT
AT SMPN 2 BALUNG-JEMBER IN THE 2011/2012 ACADEMIC YEAR**

THESIS

By

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LANGUAGE AND ARTS DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF JEMBER**

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THESIS

Composed to fulfill one of the requirements to obtain S1 Degree
at English Language Education Study Program;
Language and Arts Education Department;
Faculty of Teacher Training and Education;
University of Jember

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DEDICATION

This thesis is honorably dedicated to:

1. My beloved parents, Heru Darmaji and Siti Mariyatun;
2. My beloved sister, Yaumul Istiqomah and brother, Akhmad Maghfur;
3. My irreplaceable friends, ERegTuS (English Regular Two Thousand and Seven).

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MOTTO

Just play. Have fun. Enjoy the game.^{*)}

The game is tailored specifically to each participant. Think of it as a great vacation, except you don't go to it, it comes to you.^{**)}

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^{*)} Michael Jordan, professional basketball player

^{**)} Jim Feingold (James Rebhorn). 1997. "The Game".

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SUMMARY

The Effect of Using a Snake and Ladder Game on the Seventh Grade Students' Tense Achievement at SMPN 2 Balung-Jember in the 2011/2012 Academic Year; Julien Arief Wicaksono, 070210401089; 2012:50 pages; English Education Program of Language and Arts Education department, the Faculty of Teacher Training and Education, Jember University.

In Indonesia, especially at SMPN 2 Balung-Jember, there are still many students facing a lot of difficulties in learning English. One of them is to understand and apply English grammar, especially in learning tenses. It happens because English grammar is different from Indonesian grammar. The students tend to get confused and have difficulty in learning tenses. Moreover, based on the interview with the English teacher of SMPN 2 Balung, the teacher usually taught tenses monotonously by explaining briefly then giving exercises based on the students' worksheet (*LKS*).

Concerning with the problems above, the researcher tried to apply an interesting way for teaching tenses. Then, the researcher decided to use a game as a technique to teach tense. By using games, the teaching learning process was much more enjoyable, and the students also experienced the dynamic use of the language.

A research was conducted to investigate the effect of using a snake and ladder game on the seventh grade students' tense achievement at SMPN 2 Balung-Jember in the 2011/2012 academic year. The population of this research was all of the seventh year students of SMPN 2 Balung-Jember in the 2011/2012 academic year. The research respondents were determined by delivering a homogeneity test (a tense test, covering simple present and present continuous tense) to all seventh grade classes. Then, 35 students of grade VII-B were selected as the experimental group that taught tenses by using a Snake and Ladder Game, while 34 students of grade VII-C were selected as the control group that taught tenses by lecturing technique only.

After giving treatment for twice, the researcher gave a posttest (tense test), for both groups. The posttest was administered to get the students's scores in tense test as the primary of the research. Then, the primary data, the students' scores, were analyzed by using the Independent sample T-Test with SPSS.

Based on the calculation, the result of this research showed that there was a significant effect of using a Snake and Ladder Game on the seventh grade students' tense achievement. It was proved by the value of significant column of t-test table by using SPSS software, and the result was 0.045 which was lower than 0.05 (significant level of 5%). This means that the null hypothesis (H_0) formulated: "The snake and ladder game does not have a significant effect on the seventh grade students' tense achievement at SMPN 2 Balung-Jember in the 2011/2012 academic year" was rejected, thus the alternative hypothesis: "The snake and ladder game has a significant effect on the seventh grade students' tense achievement at SMPN 2 Balung-Jember in the 2011/2012 academic year" was accepted.

The research results proved that there was a significant effect of using a Snake and Ladder Game on the seventh year students' tense achievement at SMPN 2 Balung Jember in the 2011/2012 academic year. Therefore, it is recommended for the English teacher to use Snake and Ladder Game as an alternative technique in teaching tenses.

ACKNOWLEDGEMENT

First, I would like to express my greatest gratitude to Allah, for His entire gift so I can finish composing my thesis entitled “The Effect of Using a Snake and Ladder Game on the Seventh Grade Students’ Tense Achievement at SMPN 2 Balung-Jember in the 2011/2012 Academic Year”. This thesis was composed to fulfill one of the requirements to obtain S1 Degree at the English Language Education Study Program, Language and Arts Education Department, Faculty of Teacher Training and Education.

I would like to express my deepest appreciation and sincerest thanks to the following people:

1. The Dean of the Faculty of Teacher Training and Education, Jember University,
2. The Chairperson of the Language and Arts Department,
3. The Chairperson of the English Education Programs,
4. My first consultant, Mr. I Putu Sukmaantara, and my second consultant, Mrs. Siti Sundari, for the guidance and valuable suggestions that have led me to compile and finish my thesis.
5. The examination committee.
6. My Academic Supervisor, Mrs. Musli Ariani.
7. The lecturers of the English Education Program who have taught and given me a lot of knowledge.
8. The Principal, the English teachers, all of the seventh grade students of SMPN 2 Balung – Jember, especially class VII-B and VII-C, and everyone who helped and participated willingly to involve in this research.

I do realize that this thesis is still far from perfect. Therefore, I really hope that there will be criticism and suggestions from the readers to make this thesis better. I also hope that this thesis will be useful for the readers.

Jember, June 2012

Writer

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