

## **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**



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**ENGLISH EDUCATION PROGRAM  
FACULTY OF TEACHER TRAINING AND EDUCATION  
JEMBER UNIVERSITY**

**2005**

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**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**

Proposed to fulfill one of the requirements to obtain the degree of S1 at the  
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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 Kapatihan 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.
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7. The English teacher of SDN Kapatihan IX Jember who helped me obtain the research data.
8. The fifth year students of SDN Kapatihan 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.

The Consultants : 1. Dra. Made Adi Andayani, T. M.Ed  
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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 Excell 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.

## TABLE OF CONTENTS

<b>TITLE OF THE STUDY .....</b>	<b>i</b>
<b>MOTTO .....</b>	<b>ii</b>
<b>DEDICATION .....</b>	<b>iii</b>
<b>CONSULTANTS' APPROVAL.....</b>	<b>iv</b>
<b>APPROVAL OF THE EXAMINATION COMMITTEE .....</b>	<b>v</b>
<b>ACKNOWLEDGEMENT .....</b>	<b>vi</b>
<b>TABLE OF CONTENTS.....</b>	<b>vii</b>
<b>LIST OF TABLES.....</b>	<b>xi</b>
<b>ABSTRACT .....</b>	<b>xii</b>
<b>I. INTRODUCTION</b>	
1.1 Background of the Study .....	1
1.2 Problems of the Study.....	3
a. General Problem .....	3
b. Specific Problems .....	3
1.3 Operational Definition of the Research.....	4
1.3.1. Games.....	4
1.3.2. The Students' Tenses Mastery.....	5
1.4 Objectives of the Study.....	5
a. The General Objective .....	5
b. The Specific Objectives .....	5
1.5 Significances of the Research .....	5
a. The English Teacher .....	5
b. The Students.....	6
c. Other Researcher .....	6
<b>II. REVIEW OF RELATED LITERATURE</b>	
2.1. Games in Language Teaching.....	7
2.2. The Kinds of Games for Tenses Teaching.....	9
2.2.1 Action by One Person .....	9



2.2.2 One Idea at a Time.....	10
2.2.3 Toss a Question and Catch an Answer .....	11
2.2.4 Kim’s game .....	12
2.3 The Principles of Using Games for Tenses Teaching .....	13
2.4 Grammar in Language Teaching.....	14
2.5 Some Factors Affecting the Success of Grammar Exercises.....	16
2.5.1 The Materials.....	16
2.5.2 Volume and Repetition .....	16
2.5.3 Success Orientation.....	17
2.5.4 Heterogeneity .....	17
2.5.5 Interest.....	18
2.5.6 Teacher Assistance .....	18
2.6 Tenses Materials.....	18
2.6.1 Present Continuous Tense .....	18
2.6.2 Simple Present Tense .....	19
2.7 Research Hypotheses.....	21

### **III. RESEARCH METHODOLOGY**

3.1 Research Design.....	22
3.2 Area Determination Method .....	24
3.3 Respondent Determination Method .....	25
3.4 Data Collection Methods .....	25
3.4.1 Primary Data.....	25
3.4.1.1 Test.....	25
3.4.2 Supporting Data.....	27
3.4.2.1 Interview .....	27
3.4.2.2 Observation.....	27
3.4.2.3 Documentation.....	28
3.5 Data Analysis Method .....	28
3.5.1 t- test.....	28

<b>IV. RESULTS, DATA ANALYSIS AND DISCUSSION</b>	
4.1 Research Schedule and Activities .....	29
4.2 Treatments .....	30
4.2.1 Treatment I (Action by One Person).....	29
4.2.2 Treatment II (One Idea at a Time).....	31
4.2.3 Treatment III (Toss a Question and Catch an Answer) .....	31
4.2.4 Treatment IV (Kim’s game).....	32
4.3 The Results of Primary Data.....	34
4.3.1 The Results of Pre-test.....	34
4.3.2 The Results of Post-test.....	36
4.3.3 The Results of Data Analysis .....	37
4.3.3.1 The Result of the Students’ Total Scores of Pre-test and Post-test.....	37
4.3.3.2 The Result of the Students’ Scores of Present Continuous Tense on Pre-test and Post-test	41
4.3.3.3 The Result of the Students’ Scores of Simple Present Tense on Pre-test and Post-test.....	44
4.4 The Results of Supporting Data .....	47
4.4.1 The Results of Interview .....	47
4.4.2 The Results of Observation .....	48
4.4.3 The Results of Documentation .....	50
4.5 Discussion .....	51
4.6 Hypothesis Verification .....	53
<b>V. CONCLUSIONS AND SUGGESTIONS</b>	
5.1 Conclusions .....	55
5.1.1 General Conclusion.....	55
5.1.2 Specific Conclusions.....	55
5.2 Suggestions .....	56

**BIBLIOGRAPHY**

## **APPENDICES**

1. Research Matrix
2. The Supporting Data Instruments
3. Lesson Plan I
4. Lesson Plan II
5. Lesson Plan III
6. Lesson Plan IV
7. The Possible answers
8. Tenses Test (Pre-Test)
9. Tenses Test (Post-Test)
10. Answer Key
11. The Names of Respondents
12. Permit Letter for Conducting the Research of the Faculty
13. Permit Letter for Conducting the Research at SDN kepatihan IX Jember
14. Consultation List
15. The table of t-test

**Appendix 14 a**

**DEPARTEMEN PENDIDIKAN NASIONAL  
UNIVERSITAS JEMBER  
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN**

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4	16 Agustus 2004	Revisi Bab II	
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8	26 Maret 205	Bab IV dan Bab V	
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10	5 April 2005	Revisi Bab IV dan V	
11	6 April 2005	Abstract	

**CATATAN :**

1. Lembar ini harus dibawa dan diisi setiap melakukan konsultasi
2. Lembar ini harus dibawa sewaktu seminar proposal skripsi dan ujian skripsi

**Appendix 14 b**

**DEPARTEMEN PENDIDIKAN NASIONAL  
UNIVERSITAS JEMBER  
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2	23 November 2004	Revisi Bab I, II, III	
3	26 November 2004	Instruments	
4	19 Februari 2005	Seminar	
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8	19 Mei 2005	Bab IV, V, dan abstract	

**CATATAN :**

1. Lembar ini harus dibawa dan diisi setiap melakukan konsultasi
2. Lembar ini harus dibawa sewaktu seminar proposal skripsi dan ujian skripsi

## LIST OF TABLES

NO	NAME OF TABLE	PAGE
1.	Research Schedule and Activities.	29
2.	Thr Results of the Students' Statements through Kim's Game.	33
3.	The Recapitulation of the Students' Tenses Scores of Pre-test.	34
4.	The Recapitulation of the Students' Tenses Scores of Post-test.	36
5.	The Excell Computation of the Students Total Scores of Pre-test and Post-test.	38
6.	The Excell Computation of the Students' Scores of Present Continuous Tense of Pre-test and Post-test.	41
7.	The Excell Computation of the Students' Scores of Simple Present Tense of Pre-test and Post-test.	44