

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:

ANDIK BUDI MAHAJAYA

NIM. 000 210 401 065

**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

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

Name	: Andik Budi Mahajaya
Identification Number	: 000 210 401 065
Class Level	: 2000
Place, Date of Birth	: Nganjuk, 11 Desember 1981
Department	: Language and arts
Program	: English Education Program

Approved by

Consultant I

Consultant II

Dra. Made Adi Andayani, T. MEd

NIP. 131 832 325

Dra. Siti Sundari, MA

NIP.131 759 842

APPROVAL OF THE EXAMINATION COMMITTEE

**This thesis has been approved and examined by the Examination Committee
of the Faculty of Teacher Training and Education, Jember University**

On : Wednesday

Date : June 15, 2005

Time : 12.00

Place : Building III, Faculty of Teacher Training and Education

Examiner Team

Chair Person

Secretary

Drs. Soedarsono, M.Pd

Dra. Siti Sundari, MA

NIP: 131 993 442

NIP.131 759 842

Members:

1. **Dra. Wiwik Eko Bindarti, M.Pd** ()
NIP. 131 475 844
2. **Dra. Made Adi Andayani, T. MEd** ()
NIP. 131 832 325

The Dean

Faculty of Teacher training and Education

Drs. H. Imam Muchtar, SH,M.Hum

NIP. 130 810 936

ACKNOWLEDGEMENTS

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.
6. The Principal of SDN Kapatihan IX Jember who gave permission to conduct the research at this school.
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
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 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

TITLE OF THE STUDY	i
MOTTO	ii
DEDICATION	iii
CONSULTANTS' APPROVAL.....	iv
APPROVAL OF THE EXAMINATION COMMITTEE	v
ACKNOWLEDGEMENT	vi
TABLE OF CONTENTS.....	vii
LIST OF TABLES.....	xi
ABSTRACT	xii
I. INTRODUCTION	
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
II. REVIEW OF RELATED LITERATURE	
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

IV. RESULTS, DATA ANALYSIS AND DISCUSSION	
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
V. CONCLUSIONS AND SUGGESTIONS	
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**

LEMBAR KONSULTASI PENYUSUNAN SKRIPSI

Nama : ANDIK BUDI MAHAJAYA
NIM/ Angkatan : 000 210 401 065 / 2000
Jurusan / Program Study : PENDIDIKAN BAHASA INGGRIS
Judul Skripsi : 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.
Pembimbing I : Dra. MADE ADI A.T. M.Ed

KEGIATAN KONSULTASI

NO	HARI/TANGGAL	MATERI KONSULTASI	T.T PEMBIMBING
1	24 Maret 2004	Matrix dan Bab I	
2	16 Juni 2004	Revisi Matrix dan Bab I	
3	6 Agustus 2004	Bab II	
4	16 Agustus 2004	Revisi Bab II	
5	8 September 2004	Bab III dan instruments	
6	19 Februari 2005	Seminar proposal	
7	3 Maret 4005	Revisi seminar	
8	26 Maret 205	Bab IV dan Bab V	
9	4 April 2005	Revisi Bab IV dan Bab V	
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
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN**

LEMBAR KONSULTASI PENYUSUNAN SKRIPSI

Nama : ANDIK BUDI MAHAJAYA
NIM/ Angkatan : 000 210 401 065 / 2000
Jurusan / Program Study : PENDIDIKAN BAHASA INGGRIS
Judul Skripsi : 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.
Pembimbing II : Dra. SITI SUNDARI, M.A.

KEGIATAN KONSULTASI

NO	HARI/TANGGAL	MATERI KONSULTASI	T.T PEMBIMBING
1	4 Oktober 2004	Bab I, II, III	
2	23 November 2004	Revisi Bab I, II, III	
3	26 November 2004	Instruments	
4	19 Februari 2005	Seminar	
5	1 April 2005	Revisi Seminar	
6	23 April 2005	Bab IV, V	
7	5 April 2005	Bab IV, V, dan abstract	
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