



**THE EFFECT OF USING GRAMMAR RACING GAME AND GUESSING
MIME GAME ON THE SEVENTH GRADE STUDENTS' TENSE
ACHIEVEMENT AT SMPN 1 TEMPUREJO
IN THE 2011/2012 ACADEMIC YEAR**

THESIS

By

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

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DEDICATION

This thesis is honorably dedicated to:

1. My beloved parents, Sungkono and Kustiyani;
2. My beloved brother Wijayanto.
3. My irreplaceable friends, ERegTuS (English Regular Two Thousand and Seven).



MOTTO

You have to learn the rules of the game, and then you have to play better than anyone else

(Albert Einstein)



CONSULTANTS' APPROVAL

**THE EFFECT OF USING GRAMMAR RACING GAME AND GUESSING
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SUMMARY

The Effect of Using Grammar Racing Game and Guessing Mime Game on the Seventh Grade Students' Tense Achievement at SMPN 1 Tempurejo in the 2011/2012 Academic Year; Heri Tri Sutanto, 070210401119; 2012:40 pages; English Education Program of Language and Arts Education department, the Faculty of Teacher Training and Education, Jember University.

There are many students who get a lot of difficulties in learning English. According to Nababan (1986:4), one of the problems the students face in learning English is the use of tenses. English as a foreign language in Indonesia has a different structure from the Indonesian structure. One of the differences is that Indonesian structures do not recognize any verb changes as what is applied in English, as in the use of tenses. It often leads the students into confusion and mistakes whenever the learners attempt to produce English sentences. Concerning with the students' difficulty in mastering tenses, the researcher tried to find an interesting technique for teaching tenses. Then, the researcher decided to use games as a technique to teach tenses. The games used were Grammar Racing Game and Guessing Mime Game.

This research was conducted to investigate the effect of using Grammar Racing Game and Guessing Mime Game on the seventh grade students' tense achievement at SMPN 1 Tempurejo in the 2011/2012 academic year. The population of this research was all of the seventh grade students of SMPN 1 Tempurejo in the 2011/2012 academic year. The research respondents were determined by a homogeneity test (a tense test, covering simple present and present continuous tenses). The number of the respondents was 71 students, consisting of 36 students of grade VII-E as the experimental group taught by using Grammar Racing Game and Guessing Mime Game, while the control group consisted of 35 students of grade VII-A taught by lecturing technique.

The primary data of this research were collected from the students' scores of tense test. The primary data were collected from the post-test to compare the two different groups after treatment, and analyzed the result by using Independent sample T-Test (SPSS). Based on the calculation, the result of this research showed

that there was a significant effect of using Grammar Racing Game and Guessing Mime Game on the seventh grade students' tense achievement. It was proven by the value of significant column of t-test table by using SPSS software, and the result was 0.00 which was lower than 0.05 (significant level of 5%). This means that the null hypothesis (H_0) formulated: "Grammar Racing Game and Guessing Mime Game does not have a significant effect on the seventh grade students' tense achievement at SMPN 1 Tempurejo in the 2011/2012 academic year" was rejected, thus the alternative hypothesis: "Grammar Racing Game and Guessing Mime Game have a significant effect on the seventh grade students' tense achievement at SMPN 1 Tempurejo in the 2011/2012 academic year" was accepted.

The research results revealed that there was a significant effect of using Grammar Racing Game and Guessing Mime Game on the seventh grade students' tense achievement at SMPN 1 Tempurejo in the 2011/2012 academic year. Therefore, it is recommended for the English teacher to use Grammar Racing Game and Guessing Mime Game as an alternative technique in teaching tenses.

ACKNOWLEDGEMENT

First and foremost, I would like to express my greatest gratitude to Allah, for all of His gift so I can finish my thesis entitled *“The Effect of Using Grammar Racing Game and Guessing Mime Game on the Seventh Grade Students’ Tense Achievement at SMPN 1 TEMPUREJO in the 2011/2012 Academic Year”*.

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, Mrs. Wiwiek Eko Bindarti, and my second consultant, Mrs. Siti Masrifatul Fitriyah, for the guidance and valuable suggestions that have led me to compile and finish my thesis.
5. The examination committee.
6. My Academic Supervisor, Drs. Annur Rofiq, M.A, M.Sc.
7. The lecturers of the English Education Program who have taught and given me a lot of knowledge.
8. The Principal, the English teachers, and all of the seventh grade students of SMPN 1 Tempurejo, especially class VII-A and VII-E, who helped and participated willingly to involve in this research.

I believe that this thesis still has some weaknesses. 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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