



**THE EFFECT OF USING PICTURE-BASED QUESTION AND ANSWER
GAME ON THE SEVENTH YEAR STUDENTS' TENSE ACHIEVEMENT
AT SMPN SUKORAMBI JEMBER IN THE 2011/2012 ACADEMIC YEAR**

THESIS

By

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

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Composed to fulfill one of the requirements to obtain S1 Degree
at the English Education Program, Language and Arts Education Department
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DEDICATION

This thesis is honorably dedicated to:

1. My beloved parents, Drs. Edy Pranoto and Utari, S.Pd;
2. My beloved brother, Rachmat Udhi Prabowo and sisters, Evi Suci Lestari and Linda Dwi Kartini.

MOTTO

What we learn with pleasure, we never forget.

(Alfred Mercier)

To learn anything fast and effectively, you have to see it, hear it and feel it.

(Tony Stockwell)

CONSULTANTS' APPROVAL

The Effect of Using Picture-Based Question and Answer Game on the Seventh Year Students' Tense Achievement at SMPN Sukorambi Jember in the 2011/2012 Academic Year

THESIS

Composed to fulfill one of the requirements to obtain S1 Degree 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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SUMMARY

The Effect of Using Picture-Based Question and Answer Game on the Seventh Year Students' Tense Achievement at SMPN Sukorambi Jember in the 2011/2012 Academic Year; Dyah Ayu Nugraheni, 070210401083; 2012:50; English Education Program of Language and Arts Education department, the Faculty of Teacher Training and Education, Jember University.

Tense is one of the major factors in learning English that should be learnt and mastered by students in order to be able to communicate with others. By mastering tenses, the students can produce grammatically English sentences both in spoken and written forms. However, for EFL learners, learning tenses is a hard task which can sometimes be depressing because English grammatical patterns are greatly different from those of Indonesian. To solve this problem, it is recommended that the English teacher select an interesting and challenging learning technique that can motivate the students in learning English tenses. One of the learning techniques that can meet the requirement is a game. Game can help and encourage many learners to sustain their interest and work.

This research was conducted to investigate the effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year. The population of this research was the seventh year students of SMPN Sukorambi Jember in the 2011/2012 academic year. The research respondents were determined by cluster random sampling by a lottery. The number of the respondents was 72 students, consisting of 35 students of grade VII E as the experimental group taught tenses by using Picture-Based Question and Answer Game, while the control group consisted of 37 students of grade VII D taught tenses by lecturing technique.

The primary data of this research were collected from the students' scores of tense test. They were collected from the post test to compare the two different groups after the treatments, and analyzed the test results 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 Picture-Based Question and Answer Game on the seventh year students' tense achievement. It was proved by the value of significant column of t-test table by using SPSS software, and the result was 0.003 which was lower than 0.05 (significance level of 5%). This means that the null hypothesis (H_0) formulated: "there is no significant effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year" was rejected, thus the alternative hypothesis: "there is significant effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year" was accepted.

The research results proved that there was a significant effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year. Therefore, it is recommended for the English teacher to apply Picture-Based Question and Answer Game as an alternative technique in teaching tenses.

ACKNOWLEDGEMENT

First and foremost, I would like to express my greatest gratitude to Allah, for blessing me and giving me strength so I can finish my thesis entitled *“The Effect of using Picture-Based Question and Answer Game on the Seventh Year Students’ Tense Achievement at SMPN Sukorambi Jember 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, Drs. Bambang Suharjito, M.Ed., and my second consultant, Drs. Sugeng Ariyanto, M.A., for their guidance and valuable suggestions that have led me compile and finish my thesis.
5. My academic advisor, Dr. Budi Setyono, M.A.
6. The examination committee.
7. The lecturers of the English Education Program who have taught and given me a lot of knowledge,
8. The Principal, the English teacher, and the seventh year students of SMPN Sukorambi Jember 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, February 2012

Writer

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