

**IMPROVING STUDENTS' TENSES MASTERY USING
FLY SWATTER GAME AT FIRST GRADE OF
SMK ANALIS KESEHATAN DITKESAD**



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2019**

**IMPROVING STUDENTS' TENSES MASTERY USING
FLY SWATTER GAME AT FIRST GRADE OF
SMK ANALIS KESEHATAN DITKESAD**

Submitted in part-fulfilling for obtaining
Strata One (S-1) Degree

TERM PAPER



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2019

INTELLECTUAL PROPERTY STATEMENT PAGE

I hereby declare that the term paper titled “IMPROVING STUDENTS’ TENSES MASTERY USING *FLY SWATTER* GAME AT FIRST GRADE OF SMK ANALIS KESEHATAN DITKESAD” is the result of my own work and not a half or total plagiarism of someone else’s, the contents have become in my responsibility and all the sources quoted of referred have been stated correctly based on the actual date and time.

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ABSTRACT

Name : Martina Fransiska
Major Study : Strata One (S1) of English Department
Title : Improving Students' Tenses Mastery Using *Fly swatter*
Game at
First Grade of SMK Analis Kesehatan DITKESAD

The research aims to find out improving students' tenses mastery by using *fly swatter* game. This research is conducted by using Classroom Action Research (CAR). The subject of this research is grade X-A of SMK Analis Kesehatan DITKESAD which consisted of 29 students. The object of this research is to improve the students' tenses mastery through *fly swatter* game. This research is conducted in two cycles which each consists' of planning, acting, observing, and reflecting. The data is gathered through qualitative and quantitative data. The qualitative data is gained by analyzing the interview, questionnaire and observation result. The quantitative data is obtained from the students' tenses score of pre-test, post-test, and questionnaire.

Based on the result, this research shows that there is a development on the students' tenses mastery, it can be seen from the mean score of pre- test is 37.24, the mean score of post-test 1 is 49.31, and the mean score of pot- test cycle 2 is 72.75. Then, from the result of questionnaire it shows that there is improvement of positive responses in the teaching-learning process of tenses through *fly swatter* game. From the interview, teacher also feels that *fly swatter* is a good and creative way to make an active class situation.

Keywords : tenses, improvement, *Fly swatter* Game

ABSTRAK

Nama : Martina Fransiska
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Judul : Improving Students' Tenses Mastery Using *Fly swatter*
Game at
First Grade of SMK Analis Kesehatan DITKESAD

Penelitian ini bertujuan untuk mengetahui peningkatan penguasaan tenses siswa dengan menggunakan Permainan Fly swatter. Penelitian ini dilakukan dengan menggunakan Penelitian Tindakan Kelas (PTK). Subjek penelitian ini adalah siswa kelas X-A SMK Analis Kesehatan DITKESAD yang terdiri dari 29 siswa. Objek penelitian ini adalah meningkatkan penguasaan tensi siswa melalui Permainan Fly swatter. Penelitian ini dilakukan dalam dua siklus yang masing-masing terdiri dari perencanaan, tindakan, pengamatan, dan refleksi. Data dikumpulkan melalui data kualitatif dan kuantitatif. Data kualitatif diperoleh dengan menganalisis hasil wawancara, kuesioner, dan observasi. Data kuantitatif diperoleh dari skor pre-test, post-test, dan kuesioner siswa.

Berdasarkan hasil penelitian, penelitian ini menunjukkan bahwa ada pengembangan penguasaan tenses siswa, dapat dilihat dari skor rata-rata pre-test adalah 37,24, skor rata-rata post-test 1 adalah 49,31, dan skor rata-rata pot-test siklus 2 adalah 72,75. Kemudian, dari hasil kuesioner menunjukkan bahwa ada peningkatan respons positif dalam proses belajar-mengajar tenses melalui fly swatter game. Dari wawancara, guru juga merasa bahwa Permainan Fly swatter cara yang bagus dan kreatif untuk membuat situasi kelas yang aktif.

Kata kunci: tenses, peningkatan, permainan Fly swatter

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