The Effectiveness of Using Circle Chain Game with Picture to Improve Students’ Descriptive Text Writing Skill.

(A Classroom Action Research With VII A Students of SMP Negeri 1 Giritontro Wonogiri Academic Year of 2012/2013)

FINAL PROJECT

Submitted in Partial Fulfillment of the Requirement
For the Degree of Bachelor of Education
In English Language Education

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certify that this thesis is definitely my own work. I am completely responsible for the content of this thesis. Others writers’ opinion or findings included in this thesis are quoted or cited with ethical standards.
RATIFICATION

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Assalamu’alaikum wr.wb.

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Wassalamu’alaikum wr.wb

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ABSTRACT

Title: *The Effectiveness of Using Circle Chain Game with Picture to Improve Students’ Descriptive Text Writing. (A Classroom Action Research With VII A Students of SMP Negeri 1 Giritontro Wonogiri Academic Year of 2012/2013)*

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Circle Chain game is a game to teach writing that is useful to teach descriptive text. The game enables the English teacher to provide exercises in writing descriptive text. Through this game, it is hoped that the students’ ability in writing will improve.

This study aims to find out the implementation of circle chain game using picture in improving students’ ability in writing descriptive text in VII A grades students in SMP N 1 Giritontro Wonogiri.

This research is a classroom action research done through three cycles. The subject of this study was the VII A grades students in SMP N 1 Giritontro Wonogiri in the academic year of 2012/2013. The number of the subjects was 32 students. The data was gathered through test, documentation and observation.

The results show that in the first cycle, the students were asked to make descriptive text by describing their classroom. The students’ achievement in the first cycle was 59.54. In the second cycle the students were asked to describe simple picture about the dancers. The students’ achievement in the second cycle was 62.86. In the third cycle, the last cycle, the students were given simple picture about modeling that is familiar with them and their achievement was 79.25. After the three cycles above are conducted, the students gain significant improvement in writing descriptive with the result 79.25. Based on the results above, it can be concluded that using circle chain game can improve students’ descriptive text writing as well as provide students an enjoyable English learning.
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In the name of Allah, the Benificient, the Merciful. All praises be to Allah the Lord of the worlds who always gives us health, blessing, guidance and inspiration to the writer in finishing this thesis with the title the effectiveness of using circle chain game with picture to improve students' descriptive text writing. Peace and blessing be upon to our prophet Muhammad, his family, his descedents and his followers.

This thesis arranged to fullfill one requirement to get the degree of bachelor of English Department of Education and Teacher Training Faculty, Walisongo State Institute for Islamic Studies Semarang (IAIN WALISONGO).

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Finally, the writer realize that this thesis is till less perfect. The writer hopes any suggestion to make it perfect. The writer also hopes that this thesis can be useful for improving English teaching learning.
# TABLE OF CONTENT

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>THESIS STATEMENT</td>
<td>i</td>
</tr>
<tr>
<td>RATIFICATION</td>
<td>ii</td>
</tr>
<tr>
<td>ADVISOR NOTE</td>
<td>iii</td>
</tr>
<tr>
<td>ABSTRACT</td>
<td>iv</td>
</tr>
<tr>
<td>ACKNOWLEDGEMENT</td>
<td>vi</td>
</tr>
<tr>
<td>TABLE OF CONTENT</td>
<td>viii</td>
</tr>
<tr>
<td>LIST OF TABLE</td>
<td>ix</td>
</tr>
<tr>
<td>CHAPTER I : INTRODUCTION</td>
<td>1</td>
</tr>
<tr>
<td>A. Background of the Research</td>
<td>1</td>
</tr>
<tr>
<td>B. Reasons for Choosing Topic</td>
<td>5</td>
</tr>
<tr>
<td>C. Research Question</td>
<td>5</td>
</tr>
<tr>
<td>D. Objective of Study</td>
<td>5</td>
</tr>
<tr>
<td>E. Pedagogical Significance</td>
<td>6</td>
</tr>
<tr>
<td>F. Definition of Key Term</td>
<td>7</td>
</tr>
<tr>
<td>CHAPTER II : REVIEW OF THE RELATEDLITERATURE</td>
<td>15</td>
</tr>
<tr>
<td>A. Previous Research</td>
<td>15</td>
</tr>
<tr>
<td>B. Theoretical Review</td>
<td>18</td>
</tr>
<tr>
<td>a. Circle Chain Game</td>
<td>18</td>
</tr>
<tr>
<td>b. Definition of Picture</td>
<td>19</td>
</tr>
<tr>
<td>c. Descriptive Text</td>
<td>20</td>
</tr>
<tr>
<td>d. Writing Process</td>
<td>22</td>
</tr>
<tr>
<td>e. Text</td>
<td>24</td>
</tr>
<tr>
<td>CHAPTER III : RESEARCH METHOD</td>
<td>29</td>
</tr>
<tr>
<td>A. Research Design</td>
<td>29</td>
</tr>
<tr>
<td>B. Research Setting</td>
<td>33</td>
</tr>
<tr>
<td>C. Collaborator</td>
<td>33</td>
</tr>
<tr>
<td>D. Participant of the Study</td>
<td>33</td>
</tr>
<tr>
<td>E. Research Procedure</td>
<td>33</td>
</tr>
<tr>
<td>F. Variable and Indicator</td>
<td>40</td>
</tr>
<tr>
<td>G. Data Collection Technique</td>
<td>41</td>
</tr>
<tr>
<td>H. Data Analysis Technique</td>
<td>42</td>
</tr>
<tr>
<td>CHAPTER IV : DESCRIPTION AND DATA ANALYSIS</td>
<td>46</td>
</tr>
<tr>
<td>A. Description of the Data</td>
<td>46</td>
</tr>
<tr>
<td>B. Analysis Data of Each Cycle</td>
<td>51</td>
</tr>
</tbody>
</table>
C. Data of Final Analysis................................. 63

CHAPTER V : CONCLUSION ........................................ 65
  A. Conclusion........................................... 65
  B. Suggestion ........................................ 67

BIBLIOGRAPHY
APPENDICES
CURRICULUM VITAE
LIST OF THE APPENDICES
Appendix:
  1. Lesson Plan Cycle 1.
  2. Lesson Plan Cycle 2.
  3. Lesson Plan Cycle 3.
  4. Name of Students’ VII A.
  5. Students’ Member Cycle 1.
  6. Students’ Member Cycle 2.
  7. Students’ Member Cycle 3.
  8. Students’ Attendance.
  9. Students’ Score of Preliminary.
 10. Students’ Score of the First Cycle.
 11. Students’ Score of the Second Cycle.
 12. Students’ Score of the Third Cycle.
 16. Test of the First Cycle.
 17. Test of the Second Cycle.
 18. Test of the Third Cycle.
 19. The Category and Precentage of Students’ Score First Cycle.
 20. The Category and Precentage of Students’ Score Second Cycle.
 21. The Category and Precentage of Students’ Score Third Cycle.
 22. Documentation of the Students were Doing the Test.
List of Table

Table 3.1 Scoring Guidance and the Explanation of Criterion 38
Table 3.2 The Criterion of Writing Mastery.......................... 39