

**IMPROVING STUDENTS' INTEREST IN SIMPLE PAST
TENSE CLASS THROUGH GAME**

**(A Classroom Action Research with 8A students of SMP Islam Siti Sulaekha
Sriwulan Sayung Demak in the Academic Year of 2010-2011)**

THESIS

Submitted in partial fulfillment of the requirement
For the degree of bachelor Education
In English Language Education



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SEMARANG**

2011

Semarang, June 09, 2011

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The Dean of Education Faculty
Walisongo State Institute for Islamic Studies
In Semarang

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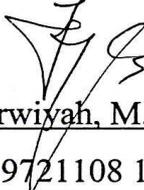
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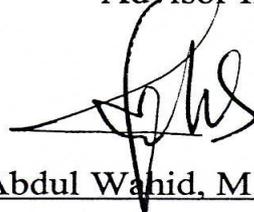
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DEDICATION

This thesis is dedicated to :

1. My beloved parents, especially for my father. I'm sorry disappointing you. May Allah always love you and give you happiness in every where you are. For my father & mother, thank you very much for everything. I love you very much.
2. My elder brothers and sisters. Thank you very much for your material and spiritual supports. I don't know how to thanks to you all. I love you.
3. My closest friends in "Muna" and "Daarun-Najaah". Too many memories and impressions together with you all. I can't forget you friends.

A Thesis Statement

I certify that this thesis is definitely my own work I completely responsible for the content of this thesis. Other writer's opinion or findings included in the thesis are quoted or cited in accordance with ethical standards.

Semarang, June 10, 2011
The researcher

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ABSTRACT

Ahmad Jamaludin Malik, 2011, Improving Students' interest in Simple Past Tense Class through Game (A Classroom Action Research with 8A Students of SMP Islam Siti Sulaechah, Sriwulan Sayung Demak). Thesis. English Department. S1 Education Degree. Walisongo State Institute for Islamic Studies. Keyword: Interest, Game in Language Learning, Past Tense.

English lesson, especially grammar area is not desired lesson for many students in Junior high School. The reason is English grammar has variation of verb changes according to its tenses. It made their interest in grammar class was low. But this was not unsolved problem. So, researcher would improve the students' interest in grammar class through games. The objectives of this study are to describe how to implement teaching English grammar through game and to find out the improvement of students' interest in grammar class after being taught using game. The subject of study is 8A students of SMP Islam Siti Sulaechah Sriwulan Sayung Demak in the academic year of 2010-2011.

In order to achieve the objectives of this study, researcher conducted the research through a classroom action research. The researcher conducted 3 cycles by implementing 2X45 minutes of teaching-learning process using games. The game used were; "Card Game" at the first cycle, which the students were asked to work in the big groups, "Scrambled Sentence" game at the second cycle, which the students were asked to work in pairs, and "Grammar Casino" game at the third cycle, which the students were asked to work individually.

The result of the study is students experienced the significant improvement of their interest. It enhanced 34.5% from the preliminary research. It was categorized as medium level. Although there were some students showed their negative attitude responses, but it was better than before. Students also got the improvement of their interest level at the second and third cycle with 56.6% and 55.78% of interest level. It showed that teaching English grammar through games was able to improve students' interest.

In line with the result, the writer suggests to English teachers to use some interesting, joyful and creative media to support their teaching, so that their students are interested in the lesson they teach. They also need to put class situation and course topics into account.

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Semarang, June 10, 2011.

The writer

Ahmad Jamaludin Malik

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