THE USE OF DRAW THE BANK ROBBER GAME TO IMPROVE STUDENTS’ WRITING SKILLS IN DESCRIPTIVE TEXT
(A Classroom Action Research at the Eight Graders Students of MTs Al-Khoiriyyah Semarang in Academic Years 2014/2015)

FINAL PROJECT
Submitted in Partial Fulfillment of the Requirement for Gaining The Degree of Bachelor in English Language Education

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Assalamu’alaikum Wr. Wb.

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Wassalamu’alaikum Wr. Wb.

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ABSTRACT

Title: The Use of Draw The Bank Robber Game To Improve Students’ Writing Skills in Descriptive Text (A Classroom Action Research at the Eight Graders Students of MTs Al-Khoiriyyah Semarang in Academic Years 2014/2015)

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The background of the research is focused on the use technique in teaching English especially in descriptive text. As we know that mastery of genre text especially in descriptive text is not an easy thing for students, because they have limited ability in learning and memorizing the vocabulary.

To make students motivated and enjoyed in learning, the teacher should use interesting teaching method. In this research, one of the techniques that can be applied by the researcher in teaching descriptive text is draw the bank robber game to solve the problem. This research is about the use of draw the bank robber game to improve students’ writing skills of the eight graders students of MTs Al-Khoiriyyah Semarang in academic year of 2014/2015.

Draw the bank robber game is a derived from drawing games that the goal is to make a word as many as possible made from the drawing picture. The researcher decided to implemented draw the bank robber game in order to make the classrooms more organized so that students work together to maximize their own and each other’s learning.

This research is aimed at responding the questions: how the implementation of draw the bank robber game to implementation students’ mastery of descriptive text in writing skills is, and how the effectiveness of students’ mastery of descriptive text after students are taught using draw the bank robber game is.

The objectives of the study are, (1) to know the implementation of draw the bank robber game to improve students’ writing skills in descriptive text, and (2) to find out the improvement
of students’ mastery of descriptive text after taught using draw the bank robber game.

The research design was classroom action research that consists of preliminary research and two cycles. There are four activities in every cycle for doing classroom action research. They are planning, acting, observing, and reflecting.

There are three instruments used to collect the data. The first is observation check-list, the second is documentation, and the last is test. All data were analyzed using percentage descriptive quantitative which used some formula to find the interval grade of students, and finding the classical average.

The result of the study showed that there was improvement of students’ ability in writing descriptive text after being taught using draw the bank robber game. It could be seen from the result of the test and observation from the pre cycle to second cycle. The students’ participant in the whole teaching learning process got improvement in every cycle. The average of tests score increased from 63 in pre cycle to 77 in the first cycle, and 80 in the second cycle. Finally the result of this study showed that the implementation of draw the bank robber game can maximize the students’ writing skills in descriptive text.
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Bismillahirrahmanirrahim,

Alhamdulillah, I would like to express my deepest gratitude by saying thanks to Allah SWT for blessing, health, chance, and inspiration given to me during the completion of this final project entitled The Use of Draw The Bank robber Game To Improve Students’ Writing Skills in Descriptive Text (A Classroom Action Research at the Eight Graders Students of MTs Al-Khoiriyah Semarang in Academic Years 2014/2015)

Shalawat and Salam always dedicated to our beloved prophet Muhammad SAW who had brought us from the darkness to the brightness.

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Finally, I realize that this thesis is still far from being perfect. Therefore, I will happily accept constructive criticism in order to make it better. I hope that this thesis would be beneficial to everyone. I expect that this thesis may be helpful for all. Amin

Semarang, January 4th, 2016
The Researcher

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