

**THE USE OF BUSY PICTURE GAME  
TO IMPROVE STUDENTS' UNDERSTANDING  
ON PASSIVE VOICE  
(A Classroom Action Research at the Eleventh Grade  
of SMK Ma'arif NU 01 Ketanggungan Brebes  
in the Academic Year of 2015/2016)**

**THESIS**

Submitted in partial fulfillment of the requirement  
For the degree of Bachelor of Education in English Education



By:

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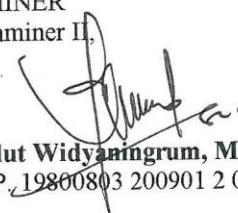
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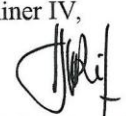
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*Assalamu 'alaikum wr.wb.*

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*Wassalamu 'alaikum. wr. wb*

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## MOTTO

وَمَا خَلَقْتُ الْجِنَّ وَالْإِنْسَ إِلَّا لِيَعْبُدُونِ (٥٦)

“And I (Allah) created not the jinn and mankind except that they should worship me (Alone)”<sup>1</sup>

“Always do your best, and let God do next”

---

<sup>1</sup> Departemen Agama RI, *Al-Hikmah: Al-Qur'an dan Terjemahannya*, (Bandung: Diponegoro, 2014), p. 523.



## **DEDICATION**

**This thesis is dedicated to:**

- ❖ My beloved parents who always support emotionally and materially with prayer, love, and patience. Without your support I do nothing.**
- ❖ My beloved elder sister (Siti Muryani) and my nieces (Widya and Riska) who always support the writer to finish this thesis.**
- ❖ My beloved uncle (Kasid) who always support emotionally with prayer, love, and patience. Without your support I do nothing.**



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By expecting pray, may the goodness be charity and get the reward from Allah SWT. The writer realizes that this thesis is still far from completeness. So that, the writer so expects constructive suggestion and criticism from all side for the advantages of this thesis.

Finally, the writer expects this thesis may useful, especially for the writer and generally for the reader.

Semarang, May 12<sup>th</sup> 2016

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## ABSTRACT

Title : The Use of Busy Picture Game to Improve Students' Understanding on Passive Voice (A Classroom Action Research at the Eleventh Grade of SMK Ma'arif NU 01 Ketanggungan Brebes in the Academic year of 2015/2016)

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Background of the research was based on the phenomenon students' difficulties in understanding grammar especially passive voice in SMK Ma'arif NU 01 Ketanggungan Brebes. It was caused the teacher only explain the material. So teacher with students, student with student got low interaction in teaching learning process. As the consequence, students felt bored and did not interest in grammar class.

To overcome these problems, a game can be used as technique in order to make the class become more interesting and also attract students' attention. There are some games found by the researcher in teaching passive voice. The researcher chose busy picture game to improve students' understanding on passive voice. Busy picture game encouraged students to know the error statements of passive voice and how to make passive voice well.

It was Classroom Action Research. The participants were XI TKJ grade of SMK Ma'arif NU 01 Ketanggungan Brebes in the academic year of 2015/2016. There were 22 students in the class.

The improvement of the students was very significant. Students' average score in pre cycle test was 5,13. In the first cycle, the average score increased became 6,27. This score hadn't met the minimum standard score yet (75). Therefore, second cycle was conducted. Students' average score increased became 8.09. Students' engagements also increased since the first cycle. So, the objectives were reached. Based on the result, it could be concluded that busy picture game can improve students' understanding on passive voice.

Keywords : Busy Picture Game, Passive Voice, Classroom Action Research.





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