

**THE USE OF MIME GAME TO IMPROVE  
STUDENTS' UNDERSTANDING ON  
PRESENT CONTINUOUS TENSE**

(An Experimental Study at 7<sup>th</sup> Grade of SMP Islam Walisongo  
Penawangan Grobogan in the Academic Year of 2009/2010)

**THESIS**

Submitted in Partial Fulfillment of the Requirement for Degree of  
Bachelor of Islamic Education in English Education



**By:**

**Isti Nurul Hidayati**

**053411142**

**TARBIYAH FACULTY  
WALISONGO STATE INSTITUTE FOR ISLAMIC STUDIES  
SEMARANG  
2010**



KEMENTERIAN AGAMA  
INSTITUT AGAMA ISLAM NEGERI WALISONGO  
FAKULTAS TARBIYAH

Alamat: Jl. Prof. Dr. Hamka Kampus II Telp/Fax (024) 7601295, 7615387 Semarang

---

ADVISOR APPROVAL

Date

Signature

Dra. Siti Mariam, M.Pd.  
NIP. 19650727 199203 2 002

June 16, 2010

Drs. Sugeng Ristiyanto, M.Ag.  
NIP. 19650819 200302 1 001

16/6-2010



**KEMENTERIAN AGAMA  
INSTITUT AGAMA ISLAM NEGERI WALISONGO  
FAKULTAS TARBIYAH**

Alamat: Jl. Prof. Dr. Hamka Kampus II Telp/Fax (024) 7601295, 7615387 Semarang

---

**RATIFICATION**

The thesis with title The Use of Mime Game to Improve Students' Understanding on Present Continuous Tense (An Experimental Study at 7<sup>th</sup> Grade of SMP Islam Walisongo Penawangan Grobogan in the Academic Year of 2009/2010) has been ratified by the team of examiner of thesis of Education Faculty of Walisongo State Institute for Islamic Studies Semarang on:

Day : Thursday

Date : 1 July 2010

**The Team of Examiners**

**Chairman,**

Dra. Siti Maryam, M.Pd.

NIP: 19650727 199203 2 000

**Secretary,**

Dr. Muslih, M.A.

NIP: 15027692 600000 1 000



**First Examiner,**

Siti Tarwiyah, S.S.; M.Hum.

NIP: 19721108 199903 2 001

**Second Examiner,**

Muhammad Nafi' Annury, M.Pd.

NIP: 19780719 200501 1 007

### **A Thesis Statement**

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

Semarang, June 2010

The Writer

Isti Nurul Hidayati

053411142



## DEDICATION

The thesis is dedicated to:

1. Beloved father (*Priyadi*) and mother (*Tri Yuni Watiyem*) who always support emotionally and materially with prayer, love, and patience.
2. Beloved sister and brothers, (*Siti Rodliyah, Muh Hasyim* and *Fakhurrozi Nanang Supono*) who always support and motivate the writer to finish this thesis.
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Shalawat and Salam for the Prophet Muhammad who brings us from the darkness to the brightness.

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The writer realizes that this thesis is still far from completeness, so that the writer expects constructive suggestion and criticism from all side for the advantages of the thesis.

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Semarang, June 2010

Isti Nurul Hidayati  
NIM. 053411142



## ABSTRACT

**Isti Nurul Hidayati (Student Number: 053411142).** *The Use of Mime Game to Improve Students' Understanding on Present Continuous Tense (An Experimental Study at 7<sup>th</sup> Grade of SMP Islam Walisongo Penawangan Grobogan in the Academic Year of 2009/2010).* Thesis, Semarang: Bachelor Program of English Language Education of Walisongo State Institute for Islamic Studies, 2010.

The background of this study is that students in Junior High School have difficulties to study English grammar especially on Present Continuous Tense. They felt difficult to understand the material. Usually, the teacher explains the material with classical ways, such as explaining in front of class. It makes students bored and difficult to memorize the material. In teaching Present Continuous Tense, the teacher may realize that the world of Junior High School students is full of fun activities, so that the students will relax, enjoy and easy to memorize the material. Mime Game is one of media which used to realize it.

This thesis concerns in teaching Present Continuous Tense at Junior High School by using Mime Game. The main objective of this study is to find out whether effective or not the use of Mime Game to improve students' understanding on Present Continuous Tense at the seventh grade students of SMP Islam Walisongo Penawangan Grobogan in the academic year of 2009/ 2010. The hypothesis of this research is that Mime Game is effective to improve students' understanding on Present Continuous Tense at the seventh grade students of SMP Islam Walisongo Penawangan Grobogan in the academic year of 2009/ 2010.

This research is quantitative research. The research design used is experimental design. The instrument used to collect the data in this research is test.

The subject of this study is the seventh grade students of SMP Islam Walisongo Penawangan Grobogan in the Academic Year of 2009/2010. The number of population is 92. In taking the sample, the writer uses random sampling technique. Class VII A is chosen as experimental class who were taught Present Continuous Tense by using Mime Game and class VII B as control class who were not taught Present Continuous Tense by using Mime Game.

In accordance with data analysis, the result shows the average score for the experimental class is 57.667 for the pre test and 74.667 for the post test. While the average scores for the control class is 57.167 for the pre test and 67.833 for the post test. In the result of post test of experiment class is 74.667 which higher than the control class 67.833. It means that teaching Present Continuous Tense using Mime Game is better than teaching Present Continuous Tense without Mime Game. The result of the calculation using the t-test showed that  $t$  value = 2.686 and  $t$  table for  $\alpha=5\%$  was 2.390. It means that  $t$  value is higher than  $t$  table ( $2.686 > 2.390$ ). It can be concluded that there is a significant difference in the students' achievement score of the seventh grade students of SMP Islam Walisongo Penawangan Grobogan in the

academic year of 2009/ 2010 between students who were taught Present Continuous Tense using Mime Game and those who were taught without Mime Game. So, can be said that the Mime Game is effective to improve students' understanding on Present Continuous Tense, and so the hypothesis is accepted.

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