

**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)**

**FINAL PROJECT**

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



By:  
**RONY BAYU SETIAWAN**  
Student Number: 103411065

**EDUCATION AND TEACHER TRAINING FACULTY  
WALISONGO STATE ISLAMIC UNIVERSITY  
SEMARANG  
2015**

## THESIS STATEMENT

I am the student with the following identity:

Name : Rony Bayu Setiawan  
Student's Number : 103411065  
Department : English Language Education

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

Semarang, January 4<sup>th</sup>, 2015  
The Researcher



**Rony Bayu Setiawan**  
NIM. 103411065



### RATIFICATION

Thesis with the following identity:

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

Writer : Rony Bayu Setiawan

Student's Number : 103411065

had been ratified by the team of final project examiner of Islamic Education and Teacher Training Faculty of Walisongo State Islamic University Semarang and can be received as one of any requirement for gaining the Bachelor Degree in English Language Education.

Semarang, March 21<sup>th</sup>, 2016

The Board of Examiners

Chair Person,

Secretary,

Ikrom, M. Ag

NIP. 19650329 199403 1 002

Examiner I,

Siti Mariam, M.Pd

NIP. 19650727 199203 2 002

Nadia Ma'mun, M.Pd

NIP. 19781103 200701 2 016

Examiner II,

Ma'riful Fadhilah, M.Ed

NIP. 19620803 198903 2 003

Advisor,

Daviq Rizal, M. Pd

NIP. 19771025 200701 1 015

## ADVISOR NOTE

To  
The Dean of Education and Teacher Training Faculty  
Walisongo Islamic State University

*Assalamu'alaikum Wr. Wb.*

I inform that I have given guidance, briefing and correction to whatever extent necessary of the following thesis identification:

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)**

Name of Student : Rony Bayu Setiawan

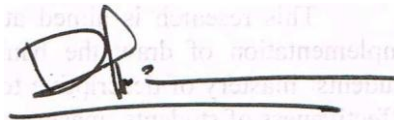
Student Number : 103411065

Field of Study : English Language Education

I state that the thesis is ready to be submitted to Education and Teacher Training Faculty Walisongo Islamic State University to be examined at Munaqasyah session.

*Wassalamu'alaikum Wr. Wb.*

Semarang, January, 2015  
Advisor



**Daviq Rizal, M. Pd.**  
NIP.19771025 200701 1 015

## 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)*

Writer : Rony Bayu setiawan

Students Number: 103411065

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.

## ACKNOWLEDGEMENT

*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.

I realize that I cannot complete this final project without the help of others. Many people have helped me during the writing this final project and it would be impossible to mention all of them. Therefore, I would like to extend my appreciation to:

1. Dr. H. Raharjo, M. Ed., S.T. as the Dean of Education and Teacher Training Faculty.
2. Ikhrom, M.Ag. as the Head of English language education department and as the advisor for the patience in giving guidance and helpful corrections during the consultation.
3. Daviq Rizal, M.Pd as the Advisor who have given a great motivation and suggestion to improve this thesis.
4. All English lecturers in Education and Teacher Training Faculty for providing academics assistance, guidance and support.
5. Nur Jadid Setiawan, S.Pd as the Headmaster of MTs Al Khoiriyah Semarang who have given permission for the writer to conduct the research there.

6. My English teacher, Mr. Moch, Fairdyan., who have help me did the research, and the students of 8<sup>th</sup> grade, thanks for cooperation.
7. My beloved mother Mrs. Reno Sujati. Thanks for all your pray, support, your deepest love to me and all that you did for me and my life, and my beloved father Mr. Gunawan. S.Ip (alm). I hope I can always pray for you until my last breath.
8. My beloved brother, Budi Prasetyo Aji, S,STP.Thanks for all your pray and support.
9. My grandfather and grandmother. Thanks for your pray and motivation.
- 10.All of my friends in Teater beta Semarang. Thanks for your support and pray during complete the thesis. Thanks you for accompany me to finish the thesis.
- 11.Thanks for all my friends in UIN Walisongo for the pray.

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 4<sup>th</sup>, 2016  
The Researcher

**Rony Bayu Setiawan**  
NIM. 103411065



## TABLE OF CONTENT

	Page
<b>TITLE .....</b>	<b>i</b>
<b>THESIS STATEMENT .....</b>	<b>ii</b>
<b>ADVISOR NOTE .....</b>	<b>iii</b>
<b>ABSTRACT .....</b>	<b>iv</b>
<b>MOTTO .....</b>	<b>vi</b>
<b>ACKNOWLEDGEMENT .....</b>	<b>vii</b>
<b>TABLE OF CONTENT .....</b>	<b>ix</b>
<b>CHAPTER I : Introduction</b>	
A. Background of The Study .....	1
B. Research Questions .....	4
C. Objective of the Research.....	4
D. Pedagogical Significance.....	4
<b>CHAPTER II : Review of The Related Literature</b>	
A. Draw The Bank Robber Game .....	6
1. Definition of Draw The Bank Robber Game.....	6
2. Improving Draw The Bank Robber Game In Writing .....	9
B. Writing Skills .....	10
1. Definition of Writing.....	10
2. Writing Process.....	12
3. Genre Text.....	16
C. Descriptive Text.....	17

1. Definition of Descriptive Text .....	17
2. The Purpose of Descriptive Text .....	19
D. Previous Research .....	20

**CHAPTER III : Research Method**

A. Research Design .....	24
B. Research Setting .....	28
C. Participant.....	29
D. Collaborator.....	30
E. Focus of The Research .....	30
F. Success Indicator .....	31
G. Research Procedure.....	31
H. Data Collection Technique.....	36
I. Data Analysis Technique.....	38
J. Indicator For Achievement.....	40
K. Procedure.....	40

**CHAPTER IV : Research Finding And Discussions**

A. Implementation of Research .....	42
B. Description and Analysis .....	43
1. The Effectiveness using Draw The Bank Robber Game.....	43
a. Preliminary Research.....	43
b. The First Cycle.....	53
c. The Second Cycle.....	63
C. Discussion of Research.....	73

**CHAPTER V : Conclusion And Suggestion**

A. Conclusion ..... 76

B. Suggestion ..... 78

**REFERENCES**

**APPENDICES**

**CURRICULUM VITAE**

## LIST OF TABLES

Table 3.1	Students' List of 7th Grades of MTs Al-Khoiriyah Semarang .....	29
Table 4.1	Students Participation in The Preliminary Research.	45
Table 4.2	Observation for Teacher's Activities in Preliminary Research.....	48
Table 4.3	Test Score in Preliminary Research... ..	51
Table 4.4	Students Participation in Cycle 1 .....	56
Table 4.5	Observation for Teacher's Activities in Cycle 1	57
Table 4.6	Test Score in Cycle 1 .....	60
Table 4.7	Observation for Students' Activities in Cycle 2.	65
Table 4.8	Observation for Teachers' Activities in Cycle 2	67
Table 4.9	Test Score in Cycle 2 .....	69
Table 4.10	Result of Students Score... ..	73
Table 4.11	Improvement Students' Writing Descriptive .....	74

## **LIST OF APPENDICES**

Appendix 1	Schedule of The Research .....	1
Appendix 2	Students' Name of 8th Grade .....	2
Appendix 3	Students' Attendance List of 8 <sup>th</sup> Grade .....	3
Appendix 4	Observation Check List .....	4
Appendix 5	Lesson Plan First Cycle .....	9
Appendix 6	Lesson Plan Second Cycle .....	22
Appendix 7	First Cycle Worksheet .....	33
Appendix 8	Second Cycle Worksheet .....	36
Appendix 9	Test Result From Pre Cycle to Second Cycle .	39
Appendix 10	Research Photo Gallery .....	40
Appendix 11	Letter of Advisor .....	42
Appendix 12	Letter of Research Permission .....	43