

**THE EFFECTIVENESS OF TIMES OF DAY GAME
IN THE TEACHING WRITING OF RECOUNT TEXT
(An Experimental Research at the Eleventh Grade of
SMK Bina Utama Kendal in the Academic
Year of 2015/2016)**

THESIS

Submitted in Partial Fulfillment of the Requirement
For Degree of Bachelor of Education in English Education



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SEMARANG
2016**

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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 EFFECTIVENESS OF TIMES OF DAY
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Wassalamu'alaikum wr. wb.

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ABSTRACT

Title : The Effectiveness of Times of Day Game in the Teaching Writing of Recount Text
(An Experimental Research at the Eleventh Grade of SMK Bina Utama Kendal in the Academic Year of 2015/2016)

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This research discusses the effectiveness of times of day game in the teaching writing of recount text of eleventh grade students of SMK Bina Utama Kendal in the academic year of 2015/2016. The background of the research was based on the phenomenon students' difficulties in writing paragraph coherently. This research was intended to answer the following research question; how effective is the use of times of day game in the teaching writing of recount text at the eleventh grade students of SMK Bina Utama Kendal in the academic year of 2015/2016.

Population of the research was eleventh grade students of SMK Bina Utama Kendal in the academic year of 2015/2016. This was an experimental research. It was conducted into two group; experimental group (XI TKJ 1) and control group (XI TKJ 2) which was chosen by cluster random sampling technique. Experimental group was taught recount text by using times of day game while control group was taught without times of day game.

Instrument of the research were written test and documentation. There were pre-test and post test to collect data. From the result of analysis of normality test and homogeneity test, it was known that both groups were normal distribution and have same variant. Another formula that was used to analyze the data was t-test.

It was used to determine whether there was a difference between average score of experimental group and control group or not.

Based on the data obtained, it showed that pre-test average score of experimental group was 68.6 and control group was 67.5. Meanwhile, the post test average of experimental group was 71 and control group was 66.1. Furthermore, it was obtained that t_{count} was 2.138 and t_{table} 2.005 for $\alpha = 5\%$. Because t_{table} was lower than t_{count} ($2.005 < 2.138$) so H_0 was rejected and H_a was accepted that there was a difference of the post test average score between experimental group and control group.

In conclusion, times of day game is effective in the teaching writing of recount text at the eleventh grade students of SMK Bina Utama Kendal in the academic year of 2015/2016.

MOTTO

You can buy a clock, but not time.
You can buy a house, but not a home.

-[Chinese Proverb]-

DEDICATION

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Praise be to Allah, The Cherisher and Sustainer of the Worlds,¹ this final project is dedicated to my beloved parents (Bapak Turmudzi and Ibu Nur Hidayah), my beloved teachers, my beloved sisters and brothers, also my friends and everyone who always pray and support me in finishing my study. Thank you for the valuable efforts and affection which always flow every time in my life.

¹ Abdullah Yusuf Ali, *The Meaning of The Holy Qur'an*, (Maryland: Amana Publications, 2004), P. 14.

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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 of all them. I wish, however, to give my sincere gratitude and appreciation to all people until this thesis can be completely finished. *The Effectiveness of Times of Day Game in the Teaching Writing of Recount Text (An Experimental Research at the Eleventh Grade of SMK Bina Utama Kendal in the Academic Year of 2015/2016)* is a thesis for readers who want to know the effectiveness of times of day game in the teaching writing of recount text. Therefore, I would like to extend my appreciation to all of them, especially to:

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2. The Head of English Education Department, Dr. H. Ikhrom, M.Ag. and Secretary of English Education Department, Sayyidatul Fadlilah, M.Pd.
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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 hopes that this thesis would be beneficial to everyone. Amien.

Semarang, January 7th 2016

The Researcher,



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