

APPROVAL SHEET

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Title : Increasing Teaching Parts of Speech by Using Words
in Table Game

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LEGALIZATION SHEET


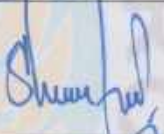
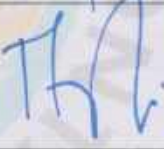

Date : January, 15th 2020

Time : 11.05 – 12.00

Examinee : Ayinsya Kadir

Student ID : 321 413 102

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Table Game

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ABSTRACT

Ayinsya Kadir, 2020. Increasing Teaching Parts of Speech by Using Words in Table Game. English Department, Faculty of Letters and Culture, State University of Gorontalo. Advisor (1) Prof. Dr. Nonny Basalamah, M.A., P.hD (2) Sri Rumiyaningsih Luwiti, S.pd, M.pd

This experimental research study scrutinized the increasing of teaching parts of speech by using words in table game. The aim of this study is to find out whether it can increase the knowledge of words in table game or not. The findings of this research conducted over ten meetings including pre-test and post-test. The sample of this study was the first grade of SMKN 01 Bulango Utara in academic year 2018/2019. Moreover, the researcher took 22 students as the sample. In collecting the data, the researcher used objective test which consist of 30 items. The analyzing the data used the hypothesis was tested by using a t-test formula. The criteria used to verify the hypothesis was accept H1 if $t_{count} \geq t_{table}$. The result of research can be seen at the students score pre-test and post-test. The students' score in post-test was 12 while the students' score in pre-test was 20. Furthermore, the result of $t_{count} > t_{table}$ or $8,48 > 2,074$. The hypothesis is accepted with the result of $t_{count} > t_{table}$ or $8,48 > 2,074$. In this case, the researcher found that the t-count is bigger than t-table with the level of significance $\alpha = 0,05$. It can be concluded that, the implementation of words in table game effects capacity of mastery parts of speech.

Key : Words in Table Game, Parts of Speech, Increasing Teaching Parts of Speech

ABSTRAK

Ayinsya Kadir, 2020. Meningkatkan Pengajaran *Part of Speech* dengan Menggunakan Kata-Kata dalam Permainan Tabel. Jurusan Pendidikan Bahasa Inggris, Fakultas Sastra dan Budaya, Universitas Negeri Gorontalo. Pembimbing (1) Prof. Dra. Nonny Basalamah, M.A., Ph.D (2) Sri Rumiyaningsih Luwiti, S.Pd, M.Pd.

Penelitian eksperimen ini meneliti tentang peningkatan pengajaran *part of speech* dengan menggunakan kata-kata dalam permainan tabel. Penelitian ini bertujuan untuk mengetahui apakah pengajaran *part of speech* dapat meningkatkan pengetahuan kata-kata melalui permainan game atau tidak. Penelitian ini dilaksanakan lebih dari sepuluh pertemuan termasuk *pre-test* dan *post-test*. Sampel penelitian ini adalah Kelas X SMK N 01 Bulango Utara pada tahun ajaran 2018/2019. Selain itu, peneliti mengambil 22 siswa sebagai sampel penelitian. Dalam pengumpulan data, peneliti menggunakan tes objektif yang berjumlah 30 soal. Analisis data menggunakan hipotesis dan diuji dengan menggunakan rumus uji-t. Kriteria yang digunakan untuk menguji hipotesis adalah H_1 diterima jika $t_{hitung} \geq t_{tabel}$. Hasil penelitian dapat dilihat dari nilai siswa pada *pre-test* dan *post-test*. Nilai siswa pada *post-test* yakni 12, sedangkan nilai siswa pada *post-test* yakni 20. Selanjutnya, hasil $t_{hitung} > t_{tabel}$ atau $8,48 > 2,074$ oleh karena itu hipotesis penelitian ini diterima. Dalam hal ini, peneliti menemukan bahwa t-hitung lebih besar dari pada t-tabel dengan taraf signifikansi $\alpha = 0,05$. Sehingga, dapat disimpulkan bahwa pelaksanaan penggunaan kata-kata dalam permainan tabel dapat mempengaruhi kecakapan penguasaan *part of speech*.

Kata Kunci : Kata-Kata dalam Permainan Tabel, *Part of Speech*, Meningkatkan Pengajaran *Part of Speech*

