THE USE OF DICE GAME TO IMPROVE THE STUDENTS’ WRITING SKILL OF DESCRIPTIVE TEXT (A Classroom Action Research for the Tenth Grade Students of MA NU Ibtidaul Falah Kudus in Academic Year 2014/2015)

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2015
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SKRIPSI

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2015
MOTTO AND DEDICATION

iente: 

- I hope is my dream, my dream is my life.
- The good person is who can give benefit to other.
- Now or never.

† Dedication:

This skripsi is dedicated to:

- Her beloved parents, Mr. Abdul Muchid and Mrs. Sumiyati.
- Her beloved brother and sister, Achmad Samsul Bachri and Nur Azizah.
- All of her best friends in English Education Department of Muria Kudus University that she can not mention one by one.
- Everybody who support her.
This is to certify that the Skripsi of Hudayat (Unatus D/B-120/1) has been approved by the skripsi advisor, for further approval by the Examining Committee.

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Finally, the writer hopes this skripsi will be useful for them who are in the field of education.

Kudus, 2015

The Writer

Hidayatul Ummah
ABSTRACT


Key words: Dice Game, writing skill, descriptive text, classroom action research.

There are two basic elements in learning English; they are language skills and language components. Language skills consist of listening, speaking, reading and writing, and the three components of English itself are vocabulary, grammar and pronunciation. One of the language skills that is important to be learned and mastered by the students especially at Senior High School is writing. Based on the 2006 Curriculum, every students of Senior High School are hoped to be able to write text, one of them is writing descriptive text. But, the fact shows that there are many students of the tenth grade of MA NU Ibtidaul Falah Kudus still have difficulties to deliver and develop their ideas into writing form. Therefore, the writer did the research about proposes Dice Game as a teaching technique to solve the students’ problem.

The objectives of this research are to describe the implementation of Dice game to improve the students’ writing skill of descriptive text and to find out whether Dice game can improve the writing skill of descriptive text of the tenth grade students of MA NU Ibtidaul Falah Kudus in the academic year 2014/2015. The writer hopes Dice game can help the students to deliver and develop their ideas into writing form.

This research belongs to classroom action research. The media that is used in this research is Dice. This research conducted in MA NU Ibtidaul Falah Kudus while the subject of this research is the tenth grade (class X-2) of MA NU Ibtidaul Falah Kudus that consist of 32 students. Before implementing cycles in research, the writer got the data from the teacher. The data showed that the average score was 60.68. It means that the students’ achievement is categorized sufficient. This research was done in 2 cycles. In addition, the writer uses two instruments in this research; they are observation sheet and written test. Observation sheet that is used to know the teacher’s and the students’ activity during the teaching and learning process, while written test to measure the students’ writing skill.

Based on the finding of this research, the students’ average score was improved from 67.35 in cycle I then it was changed into percentage to be 67.35% to 78.68 in cycle II then it is was changed into percentage to be 78.68%. From the data above, the category of the average score of the students’ writing skill of descriptive text in cycle I is sufficient, while the category of the average score of the students’ writing skill of descriptive text in cycle II is good. From the
explanation, it can be concluded that Dice game can improve the writing skill of descriptive text of the tenth grade students of MA NU Ibtidaul Falah Kudus in the academic year 2014/2015.

From the facts above, the writer gives suggestion to the teacher to use Dice game to solve the students’ problem. So, the students can use Dice game as their learning technique and media to help them in delivering and developing their ideas.
ABSTRAK


Kata kunci: Permainan Dadu, ketrampilan menulis, teks deskripsi, penelitian tindakan kelas.


Berdasarkan hasil penelitian ini, nilai rata-rata siswa meningkat dari 67,35 di siklus I kemudian diubah ke dalam bentuk persentase menjadi 67,35% ke 78.68 di siklus II kemudian diubah dalam bentuk persentase menjadi 78.68%. Dari data di atas, kategori nilai rata-rata ketrampilan menulis teks deskriptif siswa di siklus I adalah cukup, sedangkan nilai rata-rata kemampuan menulis teks

Dari fakta di atas, penulis memberikan saran kepada guru untuk menggunakan Permainan Dadu untuk memecahkan masalah siswa. Sehingga, siswa dapat menggunakan Permainan Dadu sebagai dan media pembelajaran mereka dalam menyampaikan dan mengembangkan ide-ide mereka.
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