



**THE USE OF MONOPOLY GAME TO TEACH SIMPLE PAST
TENSE TO THE FIRST YEAR STUDENTS OF MAN 1 JEPARA**

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TENSE TO THE FIRST YEAR STUDENTS OF MAN 1 JEPARA**

SKRIPSI

Presented to the University of Muria Kudus

**In Partial Fulfillment of the Requirements for Completing the Sarjana Program in
the English Education Department**

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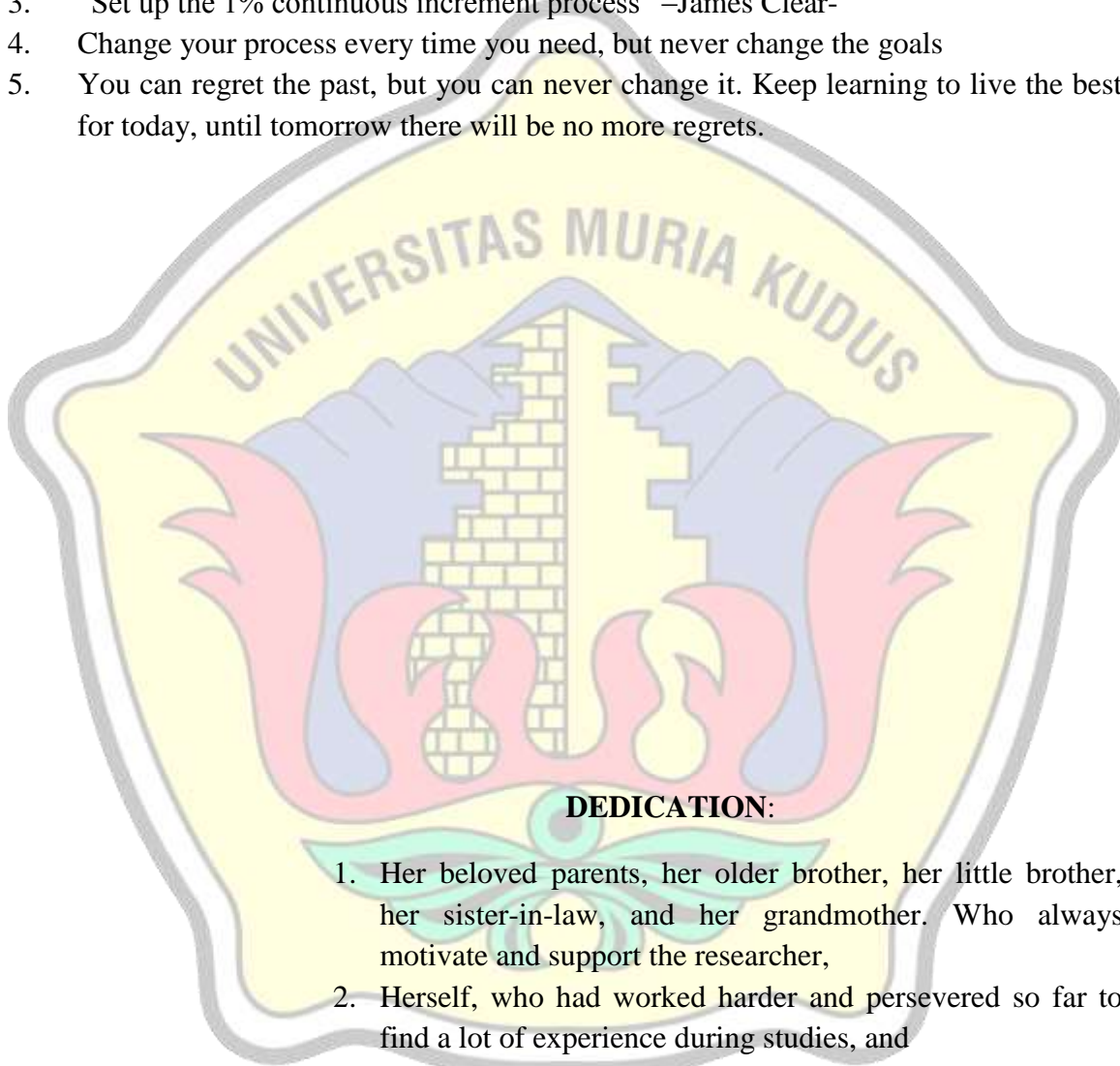
MURIA KUDUS UNIVERSITY

2022

MOTTO AND DEDICATION

MOTTO:

1. Never doubt Allah. Believe, Allah will always give a surprise for your every effort
2. “If you can Dream it, you can Do it” -Walt Disney-
3. “Set up the 1% continuous increment process” –James Clear-
4. Change your process every time you need, but never change the goals
5. You can regret the past, but you can never change it. Keep learning to live the best for today, until tomorrow there will be no more regrets.



DEDICATION:

1. Her beloved parents, her older brother, her little brother, her sister-in-law, and her grandmother. Who always motivate and support the researcher,
2. Herself, who had worked harder and persevered so far to find a lot of experience during studies, and
3. The whole big family and her best friends who always give encouragement and facilities.

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Friska Dela Nurmalita (NIM 201832046) has been approved by the *skripsi* advisors for further approval by the Examining Committee.


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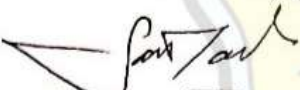
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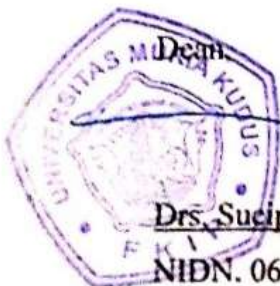

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Second, the researcher wants to show her gratitude to the following persons, because her research will not finish well without all their helps and supports. The researcher expresses her gratitude to:

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The researcher expects that this *skripsi* will be useful for people who are in the same field of education.

Jejara, 25th June 2022



Friska Dela Nuralita

ABSTRACT

Nurmalita, Friska Dela. 2022. The use of *Monopoly Game to Teach Simple Past Tense to The first Year Students of MAN 1 Jepara*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1.) Nuraeningsih, S.Pd, M.Pd., (2.) Atik Rokhayani, S.Pd, M.Pd.

Keywords: Simple Past Tense, Monopoly Game

Grammar is essential for language users and learner. The users will not be able to maximize or understand in English if users do not mastery the grammar correctly. In teaching grammar especially simple past tense, the teachers can use fun way to their students. Monopoly Game is one of the method that gives can be used by the teachers. This game will give positives effect, such as feeling relax, and understand the material easily, etc.

The objective of this research is to explain the effectiveness of using the Monopoly game in teaching simple past tense to the first year students of MAN 1 Jepara.

This research is Quantitative Research with Quasi-Experimental as the design, which use two classes for collecting the data. The population of this research was the first year student of MAN 1 Jepara which consist of 70 students. There were two variables: Independent variable (Monopoly Game) and dependent variable (teaching simple past tense).

The data were taken through pre-test and post-test. The result of the data indicated that there were significant differences between students' post-test in that two classes (experimental and control class). The experimental class's mean score (82.23) was higher than control class (70.63). From t-test, the results of the significance test with using a significance level (α) of 0.05. The p-value shows a significant difference between the pre-test and post-test both experimental and control class (0.00). The results of the t-test show a significant difference between the scores of the experimental class students (21.241) and the control class (14.203).

Based on the findings and discussions of this research, the researcher was able to conclude that using Monopoly Game is effective in teaching Simple Past Tense at the first year student of MAN 1 Jepara. Therefore, Monopoly Game is recommended to apply in teaching Simple Past Tense at the first year student of Senior High School.

ABSTRAKSI

Nurmalita, Friska Dela. 2022. *Mengajar Simple Past Tense menggunakan Game Monopoli untuk ke Siswa Kelas 1 MAN 1 Jepara..* Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1.) Nuraeningsih, S.Pd, M.Pd., (2.) Atik Rokhayani, S.Pd, M.Pd.

Kata Kunci: Simple Past Tense, Game Monopoli

Tata bahasa sangat penting bagi pengguna dan pelajar bahasa. Pengguna tidak akan dapat memaksimalkan atau memahami bahasa Inggris jika pengguna tidak menguasai grammar dengan benar. Dalam pengajaran grammar khususnya simple past tense, guru dapat menggunakan cara yang menyenangkan kepada siswanya. Permainan Monopoli merupakan salah satu metode pembelajaran yang dapat digunakan oleh para guru. Game ini akan memberikan efek positif, seperti perasaan rileks, dan mudah memahami materi, dll.

Tujuan dari penelitian ini adalah untuk menjelaskan keefektifan penggunaan permainan Monopoli dalam pembelajaran simple past tense pada siswa kelas 1 MAN 1 Jepara.

Penelitian ini merupakan Penelitian Kuantitatif dengan desain Quasi-Experimental, yang menggunakan dua kelas untuk pengumpulan datanya. Populasi dalam penelitian ini adalah siswa kelas 1 MAN 1 Jepara yang berjumlah 70 siswa. Ada dua variabel yaitu variabel bebas (Monopoly Game) dan variabel terikat (pengajaran simple past tense).

Pengambilan data dilakukan melalui pre-test dan post-test. Hasil data menunjukkan bahwa terdapat perbedaan yang signifikan antara post-test siswa pada kedua kelas tersebut (kelas eksperimen dan kelas kontrol). Nilai rata-rata kelas eksperimen (82.23) lebih tinggi daripada kelas kontrol (70.63). Dari uji t diperoleh hasil uji signifikansi dengan menggunakan taraf signifikansi (α) sebesar 0.05. Nilai p menunjukkan perbedaan yang signifikan antara pre-test dan post-test baik kelas eksperimen dan kontrol (0.00). Hasil uji-t menunjukkan perbedaan yang signifikan antara skor siswa kelas eksperimen (21.241) dan kelas kontrol (14.203).

Berdasarkan temuan dan pembahasan dalam penelitian ini, peneliti dapat menyimpulkan bahwa penggunaan Permainan Monopoli efektif dalam pembelajaran Simple Past Tense pada siswa kelas satu MAN 1 Jepara. Oleh karena itu, Permainan Monopoli direkomendasikan untuk diterapkan dalam pembelajaran Simple Past Tense pada siswa kelas 1 SMA.

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