

SKRIPSI



**IMPROVING THE ELEVENTH GRADE STUDENTS'
MASTERY OF SIMPLE PAST TENSE THROUGH *TIC-TAC-
TOE* GAME AT MA NU BANAT KUDUS**

**By:
FULLU JANNAH
2018-32-126**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2023



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MASTERY OF SIMPLE PAST TENSE THROUGH *TIC-TAC-
TOE* GAME AT MA NU BANAT KUDUS**

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Presented to Muria Kudus University

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

By

FULLU JANNAH

2018-32-126

ENGLISH EDUCATION DEPARTMENT

TEACHER TRAINING AND EDUCATION FACULTY

MURIA KUDUS UNIVERSITY

2023

MOTTO AND DEDICATION

Motto:

Start now. Start where you are. Start with fear.

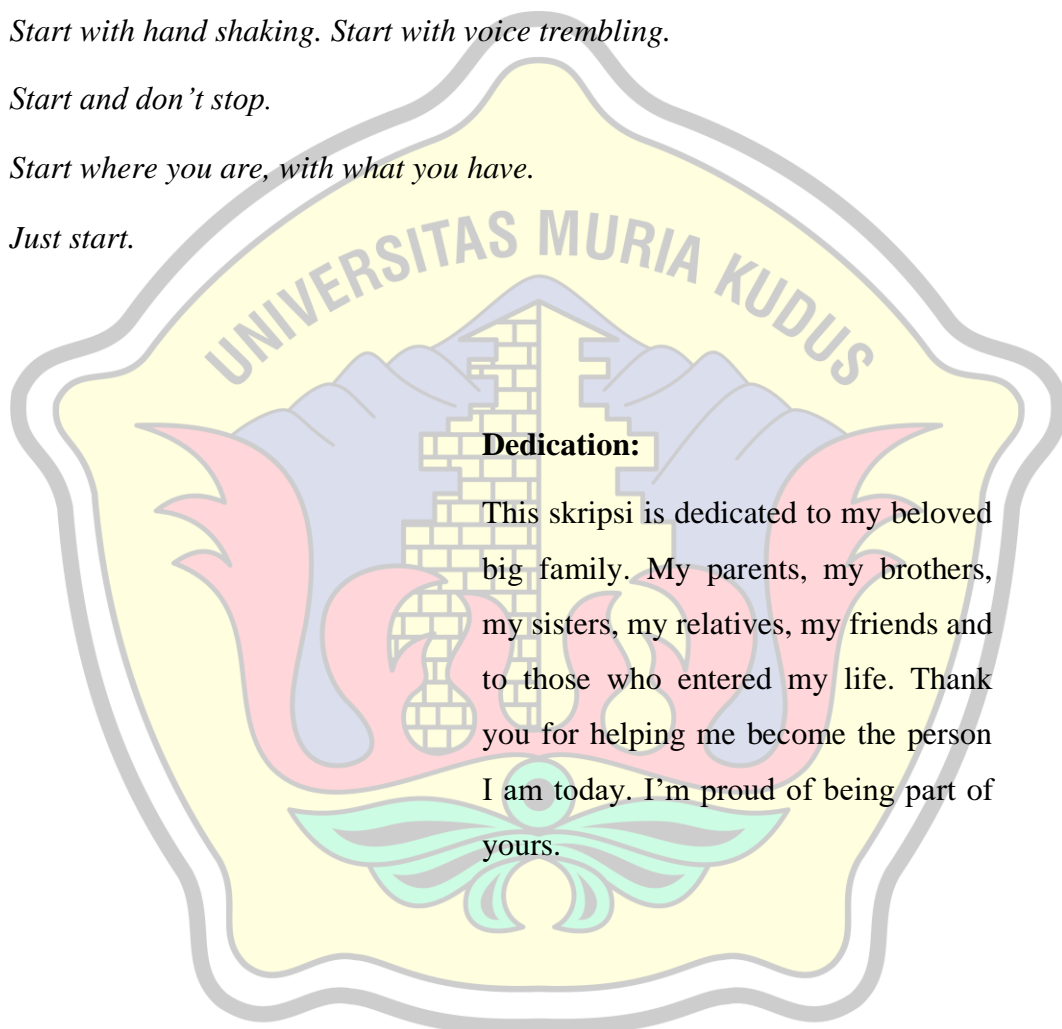
Start with pain. Start with doubt.

Start with hand shaking. Start with voice trembling.

Start and don't stop.

Start where you are, with what you have.

Just start.



Dedication:

This skripsi is dedicated to my beloved big family. My parents, my brothers, my sisters, my relatives, my friends and to those who entered my life. Thank you for helping me become the person I am today. I'm proud of being part of yours.

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Fullu Jannah (201832126) has been approved by the *Skripsi* advisors for further approval by the Examining Committee.

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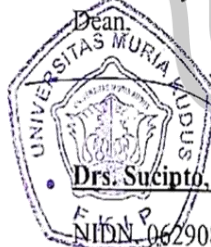
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Kudus,
The Researcher

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ABSTRACT

Jannah, Fullu. 2022. “ *Improving the Eleventh Grade Students’ Mastery of Simple Past Tense through Tic-Tac-Toe Game at MA NU Banat Kudus* “. Skripsi. English Education Department, Teacher Training and Education Faculty, Universitas Muria Kudus. Advisors: (1) Drs. Muh. Syafei, M.Pd., (2) Mutohhar, S.Pd., M.Pd.

Keywords : *Tic-Tac-Toe* Game, Grammar, Simple Past Tense

In learning English, students should master four skills. They are speaking, listening, reading and writing. Students should learn the language components in addition to the four skills. The language components are vocabulary, pronunciation and grammar. Based on the class observation and students’ interview at MA NU Banat Kudus, it was found that many students at eleventh grade still had difficulties in mastering grammar, especially in mastering simple past tense. The students often thought that learning simple past tense was difficult. Therefore, the researcher proposes to use *Tic-Tac-Toe* game as a technique to improve the students’ mastery of simple past tense.

The purpose of this research was to find out the implementation of *Tic-Tac-Toe* game and to find out to what extent is the improvement of *Tic-Tac-Toe* game to improve students’ mastery on simple past tense at the eleventh grade students of MA NU Banat Kudus.

The research design was classroom action research consisting of two cycles, involving 35 students of XI BB, the English teacher as a teacher and the researcher as an observer. The data of this research was qualitative and quantitative data. Qualitative data was obtained by using observation checklist and field note. Meanwhile, quantitative data was obtained by assessing students’ mastery on simple past tense through a pre-test and post-tests.

The result of this research revealed that *Tic-Tac-Toe* game can improve students’ mastery on simple past tense at the eleventh grade students of MA NU Banat Kudus. It was dealing with the fulfillment of the success indicator which had been set by the researcher. First, 75% students passed score 80 as the standard minimum score (KKM). The finding showed that the class percentage which passed KKM increased from 20% in pre-test with the mean score 67.14 to 44% in post-test of cycle 1 with the mean score 75.58 and finally increased to 76.47% with the mean score 82.05 in post-test of cycle 2. Second, 75% of the students actively involved in the teaching and learning process. The students’ involvement improved from 55% in first meeting and 60% in second meeting of cycle 1 to 70% in first meeting and 80% in second meeting of cycle 2. From this result, the researcher concludes that teaching simple past tense through *Tic-Tac-Toe* game at eleventh grade students of MA NU Banat Kudus can improve their mastery on simple past tense.

ABSTRAK

Jannah, Fullu. 2022. *Improving the Eleventh Grade Students' Mastery of Simple Past Tense through Tic-Tac-Toe Game at MA NU Banat Kudus*. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Dosen Pembimbing: (1) Drs. Muh. Syafei, M.Pd., (2) Mutohhar, S.Pd., M.Pd.

Kata Kunci: *Tic-Tac-Toe* Game, Grammar, Simple Past Tense

Dalam belajar bahasa Inggris, siswa harus menguasai empat keterampilan. Diantaranya adalah berbicara, mendengarkan, membaca dan menulis. Siswa harus mempelajari komponen bahasa di samping empat keterampilan. Komponen bahasa adalah kosa kata, pengucapan dan tata bahasa. Berdasarkan observasi kelas dan wawancara siswa di MA NU Banat Kudus, ditemukan bahwa banyak siswa kelas XI yang masih mengalami kesulitan dalam penguasaan tata bahasa, terutama dalam penguasaan simple past tense. Siswa sering menganggap belajar simple past tense itu sulit. Oleh karena itu, peneliti mengusulkan untuk menggunakan permainan *Tic-Tac-Toe* sebagai teknik untuk meningkatkan penguasaan siswa terhadap simple past tense.

Tujuan dari penelitian ini adalah untuk mengetahui penerapan permainan *Tic-Tac-Toe* dan untuk mengetahui sejauh mana peningkatan permainan *Tic-Tac-Toe* untuk meningkatkan penguasaan siswa pada simple past tense pada siswa kelas XI MA NU Banat Kudus.

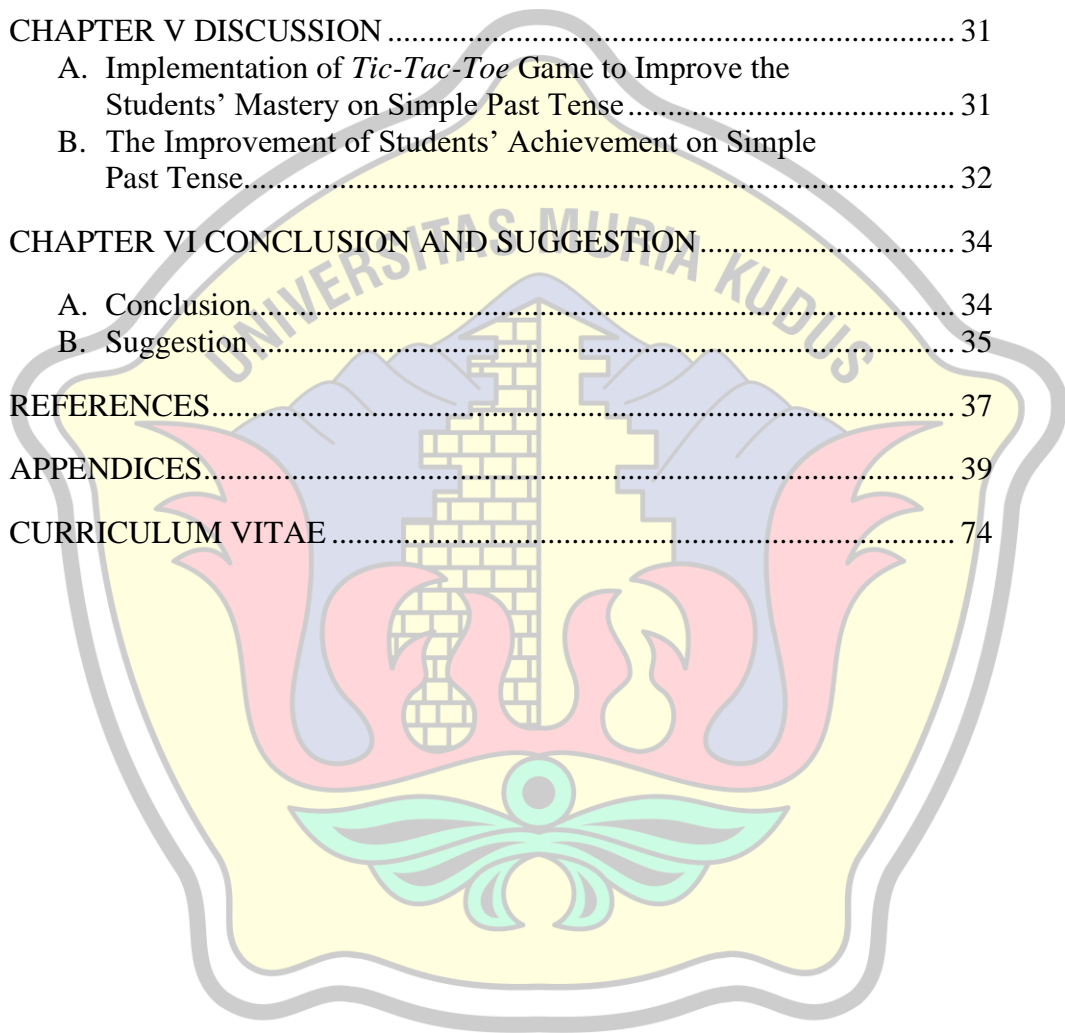
Desain penelitian ini adalah penelitian tindakan kelas yang terdiri dari dua siklus, melibatkan 35 siswa kelas XI BB, guru bahasa Inggris sebagai guru dan peneliti sebagai pengamat. Data penelitian ini adalah data kualitatif dan data kuantitatif. Data kualitatif diperoleh dengan menggunakan observasi checklist dan catatan lapangan. Sementara itu, data kuantitatif diperoleh dengan menilai penguasaan siswa pada simple past tense melalui pre-test dan post-test.

Hasil penelitian ini mengungkapkan bahwa permainan *Tic-Tac-Toe* dapat meningkatkan penguasaan siswa pada simple past tense pada siswa kelas XI MA NU Banat Kudus. Hal ini berkaitan dengan terpenuhinya indikator keberhasilan yang telah ditetapkan oleh peneliti. Pertama, 75% siswa lulus dengan nilai standar nilai minimal (KKM) 80. Hasil penelitian menunjukkan bahwa persentase kelas yang lulus KKM meningkat dari 20% pada pre-test dengan skor rata-rata 67,14 menjadi 44% pada post-test siklus 1 dengan skor rata-rata 75,58 dan akhirnya meningkat menjadi 76,47% dengan skor rata-rata 82,05 pada post-test siklus 2. Kedua, 75% siswa terlibat aktif dalam proses belajar mengajar. Keterlibatan siswa meningkat dari 57,5% pada siklus 1 menjadi 75% pada siklus 2. Dari hasil tersebut, peneliti menyimpulkan bahwa pembelajaran simple past tense melalui permainan *Tic-Tac-Toe* pada siswa kelas XI MA NU Banat Kudus dapat meningkatkan penguasaannya pada simple past tense.

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