

SKRIPSI



**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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TEACHER TRAINING AND EDUCATION FACULTY  
MURIA KUDUS UNIVERSITY  
2015**



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**SKRIPSI**

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In Partial Fulfillment of the Requirements for Completing the Sarjana  
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**ENGLISH EDUCATION DEPARTMENT  
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MURIA KUDUS UNIVERSITY  
2015**

## MOTTO AND DEDICATION

### ❖ **Motto:**

- I hope is my dream, my dream is my life.
- The good person is who can give benifit 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.


**ADVISOR'S APPROVAL**

This is to certify that the Skripsi of Hidayatul Umimah (201312712) has been approved by the skripsi advisors for further approval by the Learning Committee.

Kedus, Agustus 2015  
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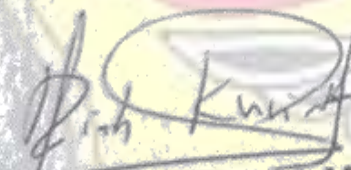


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**EXAMINERS' APPROVAL**

This is to certify that the Skripsi of Hidayatul Umamah (2011-93-012) has been approved by the Examining Commission as a requirement for the Sarjana Degree of English Education

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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

Ummah, Hidayatul. 2015. "The Use of Dice Game to Improve Students' Writing Skill of Descriptive Text (A Classroom Action Research for the Tenth Grade Students' of MA Ibtidaul Falah Kudus in academic year 2014/2015)". *Skripsi*. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Dra. Hj. Sri Endang Kusmaryati, M.Pd, (ii) Atik Rokhayani, S.Pd, M.Pd.

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 gameto improve the students' writing skill ofdescriptive 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 thisresearch is Dice. This research conducted in MA NU Ibtidaul Falah Kudus while the subject of this research is the tenth2 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 textin 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

Ummah, Hidayatul. 2015. The Use of Dice Game to Improve Students' Writing Skill of Descriptive Text (A Classroom Action Research for the Tenth Grade Students' of MA Ibtidaul Falah Kudus in academic year 2014/2015). *Skripsi*. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Dra. Hj. Sri Endang Kusmaryati, M.Pd, (ii) Atik Rokhayani, S.Pd, M.Pd.

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

Terdapat dua elemen dasar dasar pembelajaran bahasa Inggris, yaitu kemampuan berbahasa dan komponen berbahasa. Kemampuan berbahasa terdiri dari mendengarkan, berbicara, membaca, dan menulis, dan tiga komponen bahasa Inggris itu sendiri yaitu kosa kata, tata bahasa, dan pengucapan kata. Salah satu kemampuan berbahasa yang penting untuk dipelajari dan dikuasai oleh siswa khususnya siswa SMA adalah menulis. Berdasarkan kurikulum 2006, setiap siswa SMA diharapkan mampu menulis teks, salah satunya adalah menulis teks deskripsi. Tetapi, faktanya menunjukkan bahwa banyak siswa kelas sepuluh MA NU Ibtidaul Falah Kudus masih kesulitan untuk menyampaikan dan mengembangkan ide-ide mereka dalam bentuk tulisan. Oleh karena itu, penulis mengusulkan Permainan Dadu sebagai technique dan media pengajaran untuk memecahkan masalah siswa.

Tujuan penelitian ini adalah untuk mendeskripsikan implementasi Permainan dadu dalam meningkatkan ketrampilan menulis teks deskripsi siswa kelas sepuluh MA NU Ibtidaul Falah Kudus tahun pelajaran 2014/2015. Penulis berharap Permainan dadu dapat membantu siswa untuk menyampaikan dan mengembangkan ide mereka dalam bentuk tulisan.

Penelitian ini termasuk dalam penelitian tindakan kelas. Media yang digunakan dalam penelitian ini adalah Dadu. Penelitian ini dilakukan di MA NU Ibtidaul Falah Kudus, sedangkan subjek penelitian ini adalah kelas Sepuluh 2 (X-2) MA NU Ibtidaul Falah Kudus yang berjumlah 32 siswa. Sebelum mengimplementasikan siklus penelitian, penulis mendapatkan data dari guru. Data menunjukkan bahwa nilai rata-ratanya 60.68. Hal tersebut berarti bahwa prestasi siswa dikategorikan cukup. Penelitian ini dilakukan sebanyak dua siklus. Selain itu, penulis menggunakan dua instrumen di penellitian ini, yaitu lembar observasi dan tes tertulis. Lembar observsi digunakan untuk mengetahui kegiatan guru dan siswa selama proses belajar mengajar, sedangkan tes tertulis digunakan untuk mengukur ketrampilan menulis siswa.

Berdaasarkan hasil penelitian ini, nilai rata-rata siswa meningkat dari 67,35 di sklus I kemudian diubah ke dalam bentuk persensentase 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

deskriptif siswa di siklus II adalah bagus. Dari penjelasan tersebut, dapat disimpulkan bahwa Permainan Dadu dapat meningkatkan kemampuan menulis teks deskriptif siswa kelas sepuluh MA NU Ibtidaul Falah Kudus tahun pelajaran 2014/2015.

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



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