

**SKRIPSI**



**THE MASTERY IN SIMPLE PAST TENSE OF THE TENTH  
GRADE STUDENTS OF SMK TAMANSISWA KUDUS IN  
ACADEMIC YEAR 2017/2018 TAUGHT BY USING  
DICE GAME**

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MURIA KUDUS UNIVERSITY**

**2018**



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STUDENTS OF SMK TAMANSISWA KUDUS IN ACADEMIC YEAR  
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**Presented to the University of Muria Kudus  
in Partial Fulfillment of the Requirements for Completing  
the Sarjana Program in English Education**

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## MOTTO AND DEDICATION

### Motto:

- God is never wrong in giving the sustenance.
- Learn from the past, live for today and plan for tomorrow.
- To be a success is need a process.
- Be who you are, not who the world wants to be.

### Dedication:

She dedicated to:

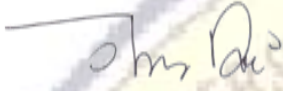
- Allah SWT
- Her beloved parents (Mr. Agus Sulistiyono and Mrs. Lilis Handayani) who always support.
- Her beloved sister (Amelia Dwi Sulistiyani) who help in this skripsi.
- Her beloved family.
- All people who help her.

#### ADVISOR'S APPROVAL

This is to certify that the *Skripsi* of Ayu Eka Sulistiyani (NIM: 2014.32.054) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

Kudus, 6<sup>th</sup> August 2018

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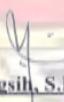
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The writer realizes that this skripsi would never be complete without assistance of others. The writer would also like to convey her special gratitude to:

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The writer would like to deliver her thanks to all people who helped her in finishing this skripsi. The writer hopes that her skripsi can contribute to English learning at Muria Kudus University and can be useful for all people. Thanks a lot.

Kudus, August 2018

The Writer

Ayu Eka Sulistiyani





## ABSTRACT

Sulistiyani, Ayu Eka. (2018). *The Mastery in Simple Past Tense of the Tenth Grade Students of SMK Tamansiswa Kudus in Academic Year 2017/2018 Taught By Using Dice Game*. Skripsi, English Education Department Teacher Training and Education Faculty Muria Kudus University. Advisors: (1) Drs. Suprihadi, M.Pd (2) Agung Dwi Nurcahyo, S.S, M.Pd.

Key words: Grammar, Simple Past Tense, Dice Game

Grammar is the one of the language components that very important and must be learned by the students. In grammar have a many of tense, one of them is simple past tense. Simple past tense is a verb tense used to express an action or a condition that occurred in or during the past. Simple past tense is one of materials in teaching and learning in SMK Tamansiswa Kudus. The students still get difficult in tenses, there is limited interaction and the students to be passive and not interactive, because the teachers just teaching using textbook and not use a variation like a game, media, technique, etc. Dice Game can help and encourage many students or learners to sustain their interest and work on learning a language. So, the students can be active and understand about the tenses especially in simple past tense.

The objective of the research that the writer want to test whether or not there is any significant difference between the mastery in simple past tense of tenth grade students of SMK Tamansiswa Kudus in academic year 2017/2018 before and after being taught by using Dice Game.

The writer used experimental research by design without using the other group. The subject of this research is the tenth grade students of SMK Tamansiswa Kudus in academic year 2017/2018 as the population and took class X OTKP as the sample with 20 students. The instrument of this research is multiple choices with 20 questions.

The result data from the mastery in simple past tense of the tenth grade students of SMK Tamansiswa Kudus in academic year 2017/2018 before being taught by using Dice Game there are the mean is 59.3 and the standard deviation is 13.24, with the criteria is sufficient. Meanwhile, the result from the mastery in simple past tense of the tenth grade students of SMK Tamansiswa Kudus in academic year 2017/2018 after being taught by using Dice Game there are the mean is 75.7 and the standard deviation is 10.83, with the criteria is good. So, there is a significant difference between the mastery in simple past tense of the tenth grade students of SMK Tamansiswa Kudus in academic year 2017/2018 before and after being taught by using Dice Game.

Based on the result above, Dice Game as an alternative in English teaching and learning process can help the teacher to teach the students with easy and for the students, they can understand the English material especially in simple past tense.

## ABSTRAK

Sulistiyani, Ayu Eka. (2018). *Kemampuan Simple Past Tense Pada Siswa Kelas Sepuluh SMK Tamansiswa Kudus Tahun Ajaran 2017/2018 Diajar Menggunakan Dice Game*. Skripsi. Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing: (i) Drs, Suprihadi, M.Pd, (ii) Agung Dwi Nurcahyo, S.S, M.Pd.

Kata Kunci: Tata Bahasa, Simple Past Tense, Dice Game

Tata bahasa adalah salah satu komponen bahasa yang sangat penting dan harus dipelajari oleh para siswa. Dalam tata bahasa memiliki banyak macam bentuk kata, salah satunya adalah simple past tense. Simple past tense adalah bentuk kata yang digunakan untuk mengekspresikan suatu tindakan atau kondisi yang terjadi di masa lampau. Simple past tense adalah salah satu materi dalam pengajaran dan pembelajaran di SMK Tamansiswa Kudus. Siswa masih kesulitan dalam memahami, terbatasnya interaksi dan siswa menjadi pasif, karena guru hanya mengajar menggunakan buku (LKS) dan tidak menggunakan variasi seperti permainan, media, teknik, dan sebagainya. Dice Game dapat membantu siswa untuk membuat minat siswa dalam belajar simple past tense. Jadi, para siswa dapat aktif dalam pembelajaran dan mudah memahami tentang simple past tense.

Tujuan dari penelitian ini adalah penulis ingin menguji apakah ada perbedaan yang signifikan antara penguasaan dalam simple past tense pada kelas X SMK Tamansiswa Kudus tahun ajaran 2017/2018 sebelum dan sesudah diajar dengan menggunakan Dice Game.

Penulis menggunakan penelitian eksperimental dengan desain tanpa menggunakan kelompok lain. Subjek penelitian ini adalah siswa kelas X SMK Tamansiswa Kudus pada tahun ajaran 2017/2018 sebagai populasi dan mengambil kelas X OTKP sebagai sampel dengan jumlah 20 siswa. Instrumen pada penelitian ini adalah soal pilihan ganda dengan 20 pertanyaan.

Hasil data yang diperoleh dari penguasaan dalam simple past tense kelas X SMK Tamansiswa Kudus pada tahun ajaran 2017/2018 sebelum diajar menggunakan Dice Game adalah nilai rata-rata 59.3 dan standar deviasi 13.24 dengan kriteria cukup. Sementara itu, hasil data yang diperoleh dari penguasaan dalam simple past tense kelas X SMK Tamansiswa Kudus pada tahun ajaran 2017/2018 sesudah diajar dengan Dice Game adalah nilai rata-rata 75.7 dan standar deviasi 10.83 dengan kriteria baik. Jadi, ada perbedaan yang signifikan antara penguasaan dalam simple past tense kelas X SMK Tamansiswa Kudus pada tahun ajaran 2017/2018 sebelum dan sesudah diajar dengan menggunakan Dice Game.

Berdasarkan hasil di atas, Dice Game sebagai alternatif dalam proses belajar dan mengajar bahasa Inggris dapat membantu guru untuk mengajar dengan mudah dan untuk siswa mereka dapat memahami materi bahasa Inggris terutama dalam simple past tense.

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