Judul : THE USE OF THE ODD-ONE-OUT GAMES, REALIA, AND WORD CARD TO IMPROVE THE STUDENTS’ WRITING SKILL
(A Classroom Action Research of the Eighth Grade Students of SMP Negeri 4 Tengaran Satu Atap in the Academic Year of 2016/2017)

Abstrak :


Keywords: The Odd-one-out Games, Realia, Word Card, and Writing.

The writer conducted the study to increase the students’ writing skill especially in descriptive text, through the odd-one-out games, realia, and word card. The study answers two questions (1) How is the implementation of the odd-one-out games, realia, and word card to improve the students’ writing skill of the eighth grade students of SMP Negeri 4 Tengaran Satu Atap in the academic year of 2016/2017? (2) How is the improvement of the students writing skill being taught using the odd-one-out games, realia, and word card of the eighth grade students of SMP Negeri 4 Tengaran Satu Atap in the academic year of 2016/2017?.

The writer design of this study was Classroom Action Research and the data were analyzed by qualitative and quantitative data. It was included two cycles. Each cycle consisted of planning, acting, observing, and reflecting. From the result, the writer found several findings on it. The result of this study is there is an improvement of students’ writing skill by using odd-one-out games, realia, and word card. It can be seen from the mean score of pre-test and post-test in cycle 1 post-test is higher than pre-test: 73.56>64.17 then in cycle 2: 80.78>70.43. Besides that, the t-test calculation also show that t-test >t-table (1.71) in each cycles. T-test in cycle 1 is 2.10 and t-test in cycle 2 is 3.64. In addition, the percentage of the students score who pass the KKM in pre-test 1
is 30.43%, post-test 60.86%, pre-test in cycle 2 is 69.56% and post-test in cycle 2 is 86.95%. The KKM of English subject in this school was 75. The writer’s target was 75%, it mean that 19 of 23 students must pass the KKM. While the result in post-test 2 was 86.95%, so 20 students was pass the KKM, thus the target was achieved. It meant that the use of the odd-one-out games, realia, and word card are able to improve the students’ writing skill.

b. E-Mail : lailiyatulhikmawati@gmail.com

b. Email : dewi.w.mustikasari@gmail.com

Fakultas : Tarbiyah
Jurusan : Tadris Bahasa Inggris
Jumlah Hlm : 171 hlm