

**THE INFLUENCE OF USING ARRANGING WORDS GAME TOWARDS
STUDENTS' SIMPLE PAST TENSE MASTERY AT THE SECOND
SEMESTER OF THE EIGHTH GRADE OF SMPN 01
GUNUNG TERANG TULANG BAWANG BARAT
IN 2016/2017 ACADEMIC YEAR**

A Thesis

Submitted as a Partial Fulfilment of
the Requirement for S-1 Degree

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2017**

ABSTRACT

This research was conducted based on the phenomena taking place in school in teaching learning process. There are a lot of students have difficulties about grammar especially simple past tense. The students only learn about the material but less in practice. Therefore, this thesis discussed the influence of using *Arranging Words* game in teaching grammar especially for students' simple past tense mastery. The objective of the research was to find out whether there was influence of using *Arranging Words* game towards students simple past tense mastery at the second semester of the eighth grade at SMPN 01 Gunung Terang in 2016/2017 academic year.

In the research, the writer used quasi experimental design with the treatment held in three meetings, 2x40 minutes for each. The population of this research was the eight grade students of SMPN 01 Gunung Terang Tulang Bawang Barat. The sample taken was two classes, VIIIA and VIIIB which consisted of 60 students. In collecting the data, the writer used the instruments in multiple choice questions of simple past tense. After being tried out the instrument was used for the pre-test and post-test.

After giving the post-test, the writer then analyzed the data from the data analysis, it was found the result of t-test was 3.7. This result then was consulted to the score of t_{critical} (level of significance). In this case the level of significance 0.005 was 1.67. from the analysis, the score of t_{observed} was higher than t_{critical} . So, H_0 was refused in other words game can influence the students simple past tense mastery. So, there was influence of *Arranging Words* game toward students' simple past tense mastery at the second semester of the eighth grade of SMPN 01 Gunung Terang Tulang Bawang Barat in 2016/2017 academic year.

Key Words: Arranging Words Game, Students' Simple Past Tense, Quasi Experimental Design