

THE INFLUENCE OF USING SNAKE AND LADDER GAME TOWARDS STUDENTS' PRESENT CONTINUOUS TENSE MASTERY AT THE SECOND SEMESTER OF THE EIGHTH GRADE OF SMP PANGUDI LUHUR BANDARLAMPUNGIN THE ACADEMIC YEAR OF 2016/2017

ABSTRACT

Grammar is an important component in the use of language which contains the rules in forming the structure of language. In grammar, tense is a category that expresses time reference. Present Continuous Tense is tense that describe an action that occur at this time (when speaking) and something in the future. The students' Present Continuous tense mastery in SMP Pangudi Luhur Bandarlampung is still low. The researcher applied Snake and Ladder Game to solve this problem. Snake and Ladder game in this research is a kind of technique for teaching grammar, especially present continuous tense by asking the students to play the modified Snake and Ladder board game. The objective of the research is to find out whether there is a significant influence of Snake and Ladder game towards students' Present Continuous tense mastery at the Second semester of the eighth grade of SMP Pangudi Luhur Bandarlampung in The Academic Year of 2016/2017.

The research methodology used was quasi-experimental design with the treatment held in 3 meetings, 2 x 45minutes for each. In this research, the researcher took two classes, one class as the experimental class in 8A and one class as the control class in 8B. In the experimental class, the researcher used Snake and Ladder game and in the control class the Lecturing Technique. The population of the research was the eighth grade of SMP Pangudi Luhur Bandarlampung. The sample of the research was two classes consisting of 35 students for each class. In collecting the data, the researcher used instruments in the form of multiple choice questions which had been tried out. After conducting the treatments, the instruments were used for post-test.

In the data analysis, the result showed that there is a significant influence of using Snake and Ladder game towards students' present continuous tense at the second semester of the eighth grade of SMP Pangudi Luhur Bandarlampung. From the data analysis computed by using SPSS, it was obtained that $Sig = 0.00$ and $\alpha = 0.05$. It means H_a is accepted because $Sig < \alpha = 0.05$. Therefore, there is a significant influence of Snake and Ladder game towards students' Present Continuous tense mastery at the second semester of the eighth grade of SMP Pangudi Luhur Bandarlampung.

Key words: Present Continuous tense, Present continuous tense mastery, Snake and Ladder Game