

**USE OF GAMES TO IMPROVE STUDENTS' MOTIVATION  
IN LEARNING ENGLISH**  
(A Class Action research at the Fifth Grade of SD Negeri Pondok 03  
Sukoharjo in 2005/2006 Academic Year)



Submitted to Teacher Training and Education Faculty of  
Sebelas Maret University to Fulfill Partial Requirement for Getting  
the Undergraduate Degree in Teaching English as a Foreign Language

**ENGLISH DEPARTMENT  
TEACHER TRAINING AND EDUCATION FACULTY  
SEBELAS MARET UNIVERSITY  
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## ABSTRACT

**Cristian Widyantoro. K2201029. USE OF GAMES TO IMPROVE STUDENTS' MOTIVATION IN LEARNING ENGLISH (A Class Action Research at the Fifth Grade of SD Negeri Pondok 03, Sukoharjo in 2005/2006 Academic Year). A Thesis. Surakarta. The Faculty of Teacher and Training Education Faculty. Sebelas Maret University.2006.**

Creating motivation in young learners of English has been a difficult task for the teacher. The teacher should use teaching techniques in his lesson in order to improve students' motivation in learning English. One of the techniques is games. The writer intended to know whether games improve Elementary students' motivation and achievement in learning English. The writer conducted a classroom action research from May 4<sup>th</sup>, 2006 to May 26<sup>th</sup>, 2006 at the fifth class of SD Negeri Pondok 03, Sukoharjo. There were 28 students in the fifth class.

The writer carried out four cycles in the research. Each cycle consisted of series of steps, namely identifying the problem, planning the action, implementing the action, observing and monitoring the action, reflecting the result of observation, and revising the plan. The techniques for collecting the data were (1) observation, to observe all activities during teaching learning process; (2) test, to know whether there is an improvement of students' achievement; (3) Interview, to know the students' point of view about the lesson. The writer was helped by a collaborator in doing the observation.

The result of the study shows that the use of games in teaching English can improve students' motivation. Games also make their achievement get improved. It can be seen from the computation of the students' scores using non-independent t-test. The students' achievement increased significantly on every cycle. This process that games can improve students' motivation in learning English and their achievement.

This thesis has been approved to be examined by the Board of Thesis  
Examiners of Teacher Training and Education faculty, Sebelas Maret University.



Approved by

Consultant I

Drs. Gunarso S., M Ed. TESOL  
NIP. 131 458 316

Consultant II

Drs. Bambang A.P., M. Ed  
NIP. 131 771 480

This thesis has been examined by the board of the Thesis Examiners of Teacher Training and Education Faculty of Sebelas Maret University and accepted to fulfill one of the requirements for getting the undergraduate degree in English Education.

Day : Tuesday

Date : October 17<sup>th</sup>, 2006

Board of Thesis Examiners

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NIP. 132 296 552

3. Examiner 1

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NIP 131 458 316

4. Examiner 2

Drs. Bambang Agus P., M.Ed  
NIP. 131 771 480

Signature

Teacher Training and Education Faculty  
Sebelas Maret University

The Dean



Drs. Trisno Martono, M.M.  
NIP. 130 529 720

## MOTTO

Whoever with laziness so he will sink with it  
If he delays his work and the lazy have united  
so which is born is detriment

(Ibnu Qoyim)

God never gives me what I want  
He gives me what I need  
to come what I want

(Turkish Aphorism)

Nothing to Lose

(MLTR)

## DEDICATION



**This thesis is dedicated to:**

My Father and Mother

My sister and my nephew

All of my teachers and friends

My boys and girls

## ACKNOWLEDGEMENT

Praise be to Allah SWT, the Cherisher and Sustainer of the World, who has blessed the writer in finishing the thesis as a partial fulfillment for getting the undergraduate degree of education in English.

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The writer hopes that the thesis will be useful for the educational improvement especially for the teaching of English.

Surakarta, October 2006

Widyantoro

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