THE IMPLEMENTATION OF “GRAMMAR MONOPOLY” GAME AS AN ALTERNATIVE TEACHING MEDIA TO INCREASE STUDENTS’ SPEAKING GRAMMATICALLY

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The important role of English nowadays requires people to communicate and interact to others using English as well as their own language. In achieving this goal, it needs teacher’s attention to increase the students’ ability to speak English as well as they speak Indonesian Language. Likewise Indonesian language, English provides grammar which should be applied to avoid misunderstanding in the communication. Therefore, in applying English grammar in daily life, is needed the joyful learning through the teaching media. One of them is Grammar Monopoly game.

The purpose of this research is to find whether the implementation of “Grammar Monopoly” game as an alternative teaching media is able to increase students’ ability in speaking English grammatically.

The design of this research was Classroom Action Research using quantitative and qualitative methods. The accessible population was Conversation class of SMA Negeri 2 Batu, with the students of second session as the purposive sampling. The instruments used were test and observation. The data were collected in one cycle. The quantitative data taken from the test were calculated by dividing the number of data with the number of data in the sample, and the qualitative data were explained in the discussion.

The result of data analysis showed that the different average score was 17.63 which meant there was increasing ability through the implementation of Grammar Monopoly game. Beside increasing the quality of grammar, the game could increase the students’ pronunciation, fluency, and enlarging vocabulary. So, the Grammar monopoly game was considered effective to increase the students’ ability to speak English grammatically.