USING “COPY A PICTURE” GAME TO IMPROVE THE MASTERY OF ADJECTIVAL COMPARISON DEGREE
(The Case of the Eighth Graders of Karya Bakti Junior High School in the Academic Year of 2009/2010)

A FINAL PROJECT submitted in partial fulfillment of requirements for the degree of sarjana pendidikan in English

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ABSTRACT


Keywords: “Copy of a Picture” Game, Method of Teaching, Adjectival Comparison Degree

This final project is based on the study which attempted to examine the use of “Copy a Picture” game as a method to teach adjectival comparison degree and to explain the step by step process of the game. The main purpose of the study was to determine if the game would affect the students’ mastery of the field. The game provides information gaps which are important in practicing the communication ability.

The writer conducted an action research. The subject of the study was the eigth grader of ‘Karya Bakti’ Junior High School in Jatilawang, Banyumas. There were 30 students.

In general, the research consisted of three steps. The first was pre-test. The second was the treatment, with two cycles inside. Each cycle consisted of teaching learning process and a formative test. The post-test and the questionnaire was the last step.

A quantitative measurement was used to analyze the data. The data analysis showed that there was an improvement of the students’ mastery of adjectival comparison degree. The students’ mean score in the pre-test was 49.56, while in the formative test, they got 65.11. Finally, they got 75.00 in the post test. However, it is important to arrange the concept of the game in avoiding an inefficiency of the limited teaching-learning time allotment use.

The higher achievement in the post-test indicates that using the game promotes the mastery of adjectival comparison degree.