A. Background of The Study

As one of language components, grammar is important to be learnt by students in learning English. English students have to master English grammar as a basic knowledge of language to understand English perfectly. The objective of good grammar is to get the way of words are put together to make correct sentences in a language. It can also get the rules of a language that governed the different way in which words are strung together to produce a meaningful sentence.

That assignment gives a clear perception that learning grammar was essential for each English student, since mastery of grammar will make the learner’s comprehension toward English language easier. Therefore, the common problem that is faced by Indonesian students were in mastering grammar, especially in mastering pronouns. Pronoun is a part of grammar in English language. Pronoun can replace a noun. There are several pronouns that should be known: Personal, Possessive, Reflexive, Relative, Demonstrative, Interrogative, Indefinite, and Reciprocal pronoun. However, this research focused on Personal, Possessive, and Reflective Pronouns.

Those three pronouns are important to be learnt, it is according to Beech, Cramer, et. al (2007: 120), it caused those pronouns are usually used in
conversation, sentences, and story book to change a word that names a person, place or thing.

In Junior High School, the students have to be able to know about grammar, especially pronouns. Pronoun is one of English grammar topics that is given to seventh grade students of junior high school. Many students still have difficulties in mastering pronouns since the students feel confused to change noun to pronoun or determine the appropriate pronoun. Understanding the pronoun, especially personal, possessive and reflexive pronoun is important because those pronouns are basic pronoun and they are often used in daily life. Then the use of pronoun is to avoid the repetition in making sentences.

Based on pre-observation on seventh grade students of SMPN 3 Purwokerto, Banyumas in the academic year of 2012/2013, it happened when the teacher gave task in writing skill to the students, it was found that most of seventh grade students were still confused to determine the appropriate pronouns and low in comprehending them, so, the students were not be able to make or write a good sentence. For example; a sentence is grammatical if it follows the rules of grammar and ungrammatical if it does not. “please help us to do this home work“ is grammatical but there were students who wrote, ”please help we to do this work”. That sentence is not grammatically correct. The word “us” is personal pronoun as an object, because “us” is always used after an action verb. Therefore, that problem is important to discuss because it will influence the students’ production. For that reason, the teacher needs a
good technique for teaching to make the students understand and master grammar especially pronouns since teaching grammar is not easy.

There are some techniques which can help the teacher to make the students attracted to follow the lesson. One of them is Jeopardy PowerPoint Game. That game is a kind of substances that is used by a teacher during teaching process, especially in reviewing to support the presentation of the lesson and became a learning aid that make easier. It is intended to prove that jeopardy powerpoint game can be applied to teach personal, possessive and reflexive pronoun. By using such kind of teaching aid, the students will not be bored and learn English with full of motivation because language learning is a hard work, then games can encourage many learners to sustain their interest work because jeopardy powerpoint game is like competition for each team. That game also makes the teacher to create context in which the language is useful and meaningful. Game plays an important role in teaching and learning process and can be alternative technique of language teaching.

Jeopardy game also had been conducted by Stephen John Morrison in 1998. This research used jeopardy in teaching, particularly in reviewing session. The differences are in media that is used and the material. Morrison’s research used board as media and it focused on vocabulary, while this research used powerpoint and focused on grammar. Morrison (1998) stated that jeopardy game was lots of fun and his students always wanted to play.

Based on the background above, this research is conducted to know how is the effectiveness of jeopardy powerpoint game for teaching personal,
possessive, and reflexive pronoun at seventh grade students of SMP Negeri 3 Purwokerto, Banyumas in The Academic Year of 2012/2013.

B. Reasons for Choosing The Topic

The reasons for choosing the topic are as follows:

1) Understanding personal, possessive, and reflexive pronoun is important because those pronouns are basic pronoun and they are often used in daily life, that is why it needs certain technique or media to help the students understand well.

2) Jeopardy Power Point Game is an interesting technique for teaching that can make the students learn actively and enthusiastically.

C. Problem of The Study

The research’s question on this study can be formulated as follow:

“Is Jeopardy Power Point Game effective for teaching personal, possessive and reflexive pronoun at seventh grade students of SMP N 3 Purwokerto, Banyumas in the academic year of 2012/2013?”

D. The Aim of The Study

The aim is to find out the effectiveness of using Jeopardy Power Point game in teaching personal, possessive and reflexive pronoun to the seventh grade students of SMP N 3 Purwokerto, Banyumas in the academic year of 2012/2013.
E. Clarification of The Terms

To understand the topic easily, essential terms of this research clarified as follows:

1. Effectiveness

Effectiveness is a measure of the match between stated goals and their achievement. It is always possible to achieve low standard goals, (Fraser, 1994: 104).

2. Personal Pronoun

Personal pronoun have subject and object forms, they really exist in order to avoid the repetition of identified nouns. This pronoun denoting speaker spoken to, or person or thing spoken about.

The personal pronoun in subject form are: I, he, she, it, you, we, they; and the personal pronoun in object form are: me, him, her, it, you, us, them, (Beech, and at all 1984: 120).

3. Possessive Pronoun

Possessive pronoun indicates that the pronoun is acting of possession and defines who owns particular object or person. In this context, possessive case covers two similar concepts namely possessive pronoun and possessive adjective.

4. Reflexive Pronoun

Reflexive pronoun is a pronoun which has suffix –self or –selves. They are myself, himself, herself, ourselves, themselves, itself. Those
suffixes above meant alone. Reflexive pronoun is used if the subject and
the object are the same or if the subject needs stresses.

5. Jeopardy PowerPoint Game

a. Jeopardy

Jeopardy is a game / quiz show that is created by Merv Griffin,
this game has music and quickly answer-question style and because of
its popularity, Jeopardy also makes a great hook that can get students
excited and engaged when reviewing facts so it can change the
traditional classroom review session into a period of game show fun.

b. PowerPoint

According to Andryani and Indriyani (2007: 5), PowerPoint is
an application that is used to do presentation. In PowerPoint, as other
presentation processor softwares, text objects, charts, videos, sounds
and other objects are positioned in several individual pages that is
called “slide”. Thus, it is operated by a slideshow mode.

c. Game

Game is a fun activity that promotes interaction, thinking,
learning, and problem solving strategies. Often, game has an aspect
that permits the players to produce information in a short time period.
Some games require the players to engage in a physical activity and/or
complete a mental challenge, (Talak-kiryk, 2010: 4).
F. **Contribution of The Study**

a. **Theoretical Benefits**

The results of this study can be used as a further study of the effectiveness of Jeopardy PowerPoint Game for teaching personal, possessive and reflexive pronoun.

Hopefully, the result of this study will affirm the use of pronoun, especially in personal, possessive, and reflexive pronoun. Its purpose is to avoid the repetition. In this study, it measured the effectiveness of Jeopardy PowerPoint game toward the students. The result of this study will provide new insight in effectiveness for making sentences by using pronoun. This study is important because pronoun is part of grammar. Thus, in making a good sentence, it should be good in grammatical.

b. **Practical Benefits**

The result of this study is expected to provide information for teacher to teach grammar, particularly personal, possessive and reflexive pronoun by using Jeopardy PowerPoint Game. This information will be able to be used as material to be given to the student who will make a good sentence by using those pronouns. Thus, for the teacher, this technique will help teacher to motivate students in learning grammar, especially personal, possessive and reflexive pronoun and as an alternative technique for the teacher to apply in the classroom.
This result will be able to be a feedback to the students. It can help the students through jeopardy powerpoint game to understand the material easily and fun.

For the society, it also gives contribution. It is something new and can make the society increase the knowledge, especially about personal, possessive and reflexive pronoun.