

**THE EFFECTIVENESS OF “GUESS-WHO GAME”
IN TEACHING WRITING OF
DESCRIPTIVE TEXT
(An Experimental Research At VII Grade Students Of SMP NEGERI 1
BATURRADEN In Academic Year 2010/2011)**



A THESIS

**Submitted to English Department as a Partial Fulfilment of the
Requirement of S. Pd Degree**

by :

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DEDICATION

From the deepest of my heart, this thesis is dedicated to:

My God 'Allah SWT' and his prophets

My beloved father which in the most peaceful place

My mom who always gives me support and best pray

My brothers; abang n magrull

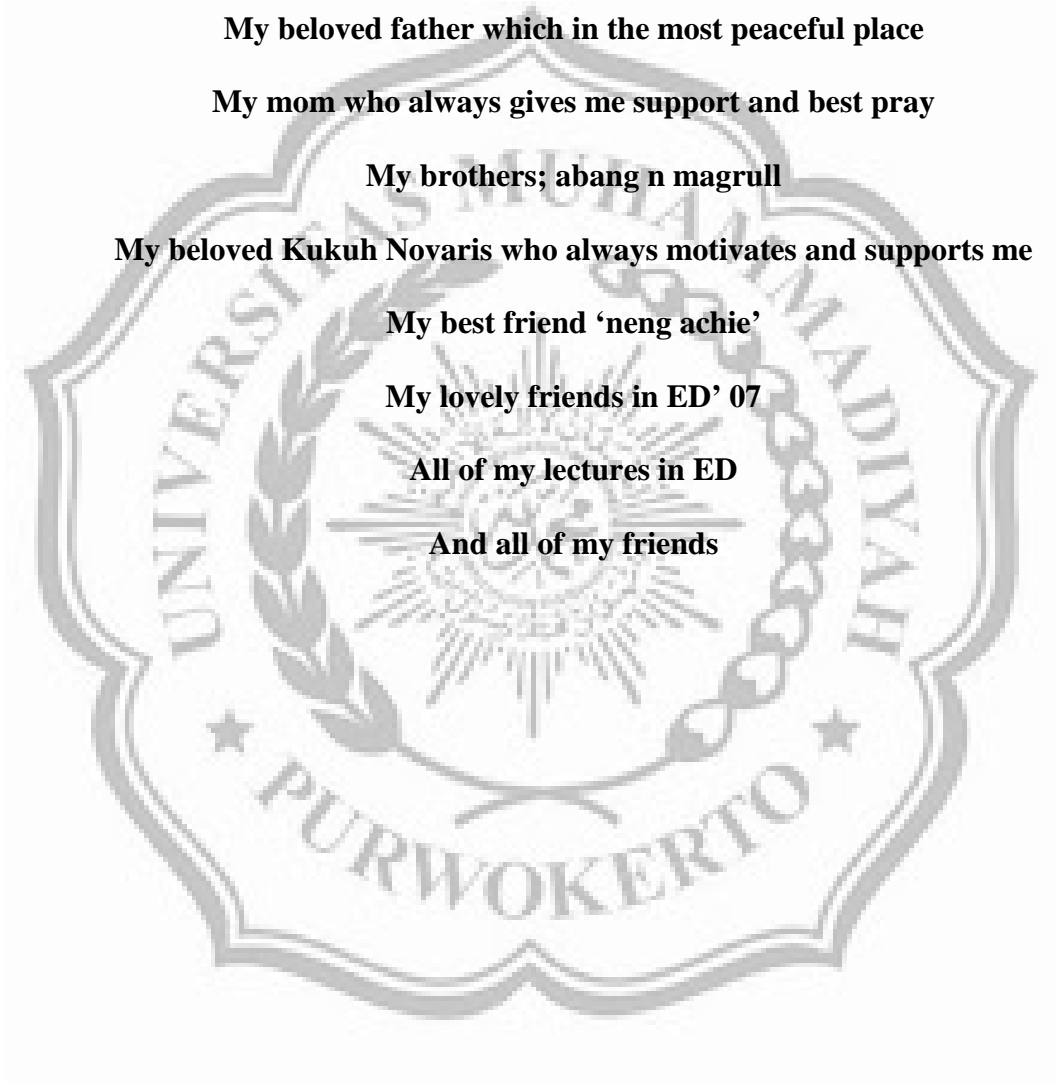
My beloved Kukuh Novaris who always motivates and supports me

My best friend 'neng achie'

My lovely friends in ED' 07

All of my lectures in ED

And all of my friends



MOTTO

Look before you leap

Never say never



PREFACE

First of all, let's thank to Allah SWT for the blessing and mercy given upon us so that the writer can finish this thesis. This thesis is submitted to fulfill one of the requirements to get S.Pd. degree from The Muhammadiyah University of Purwokerto.

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The writer believes that this thesis has still weaknesses. Hopefully this thesis will be useful for English education especially for teachers and English learners.

Purwokerto, June 2011

The writer

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ABSTRACT

THE EFFECTIVENESS OF “GUESS-WHO GAME” IN TEACHING WRITING OF DESCRIPTIVE TEXT

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The aim of this study is to find out whether “Guess-Who Game” effective or not to teach writing of descriptive text.

The study was done from 1st until 12th of February 2011 at SMP N 1 Baturraden. The writer used experimental method which involved two classes, the experimental and control classes in which each class consists of 32 students.

The writer gave the experimental class a treatment by using “Guess- Who Game”. Compared to the control class, the teaching and learning process in the experimental class was more alive and resulted in better achievement than of the control class.

In collecting the data, the writer used test in which the result was analyzed by using t-test to find out the effect of the treatment. Having analyzed the data, the writer found that there was a positive effect of teaching descriptive text using “Guess-Who Game”. It could be seen from the result of hypothesis testing that the t-value was higher than t-table ($3.77 > 1.997$). Having seen the result, the writer concluded that teaching descriptive text using “Guess- Who Game” was effective.