

**IMPROVING STUDENTS' PARTICIPATION IN LEARNING ENGLISH
THROUGH COOPERATIVE GAMES
(Classroom Action Research at 1st D of MTS Ma'arif NU 1 Jatilawang
in academic year 2012/2013)**



A THESIS

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THROUGH COOPERATIVE GAMES (A Classroom Action Research at VII
D of MTS Ma'arif NU 1 Jatilawang in Academic Year 2012/2013)**

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Yang menyatakan,

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DEDICATION

This thesis is proudly dedicated to:

1. My God and his prophets who has given me all of things for my life.
2. My beloved Mother and Father who supported me all of my life, I'm nothing without them ...
3. My beloved Brother "Oppa Agus" and My beloved Sister "de' Yuyun", thanks for prayer and support.
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7. For my self who always spirit, strong, concerned, survive and hard work, as well as patient to finish this thesis.

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MOTTO

“Good start will lead you to great end.”

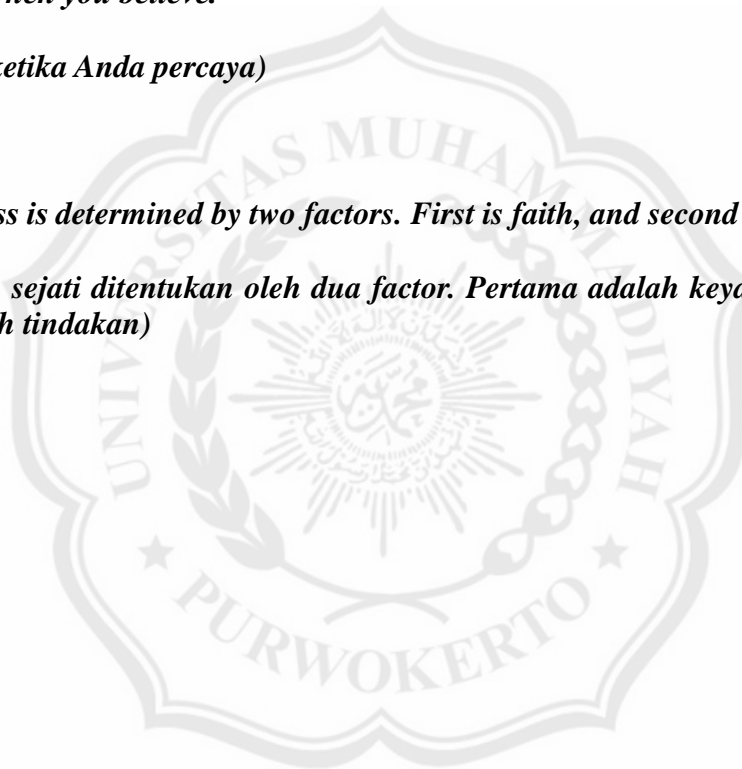
(Awal yang baik akan membimbing Anda ke hasil yang luar biasa)

””You can when you believe.”

(Anda bisa ketika Anda percaya)

”Real success is determined by two factors. First is faith, and second is action.”

(Kesuksesan sejati ditentukan oleh dua factor. Pertama adalah keyakinan, dan kedua adalah tindakan)



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The writer thinks that this thesis is still far from being perfect. Therefore, the writer would appreciate constructive critic and suggestion, which would encourage her to further study.

Purwokerto,

Researcher



TABLE OF CONTENTS

TITLE	i
APPROVAL	ii
DEDICATION	v
MOTTO	vi
ACKNOWLEDGEMENT	vii
TABLE OF CONTENT	ix
LIST OF TABLE	xi
LIST OF FIGURE	xii
LIST OF APPENDICES	xiii
ABSTRACT	xiv
CHAPTER I INTRODUCTION	
A. Background of Study	1
B. The Reason For choosing the Topic	3
C. The Problem of the Research	3
D. The Aim of the Research	3
E. The Clarification of Terms	4
F. The Contribution of the Research	4
CHAPTER II THEORETICAL REVIEW	
A. Students' Participation	6
1. The Definition of Participation	6
2. The Importance of Participation	7

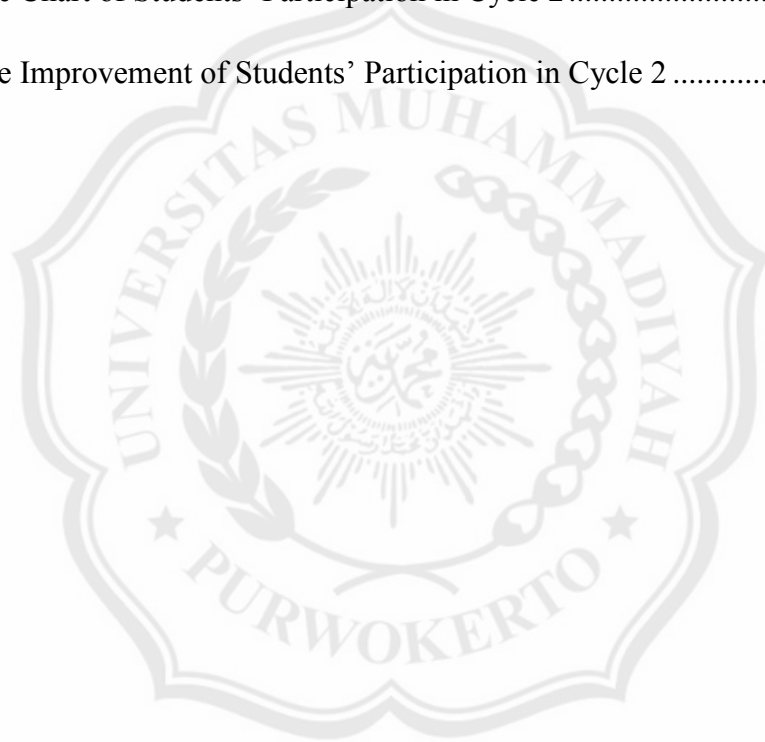
3.	Factors of Students' Low Participation	8
4.	Some ways to increase Students' Participation	9
B.	Cooperative Games	10
1.	The definition of Cooperative Game	10
2.	Kinds of Cooperative Games	11
3.	How to Guide Cooperative Games	13
C.	Basic Assumption	14
 CHAPTER III RESEARCH METHODOLOGY		
A.	Method of the Research	16
B.	Place and Time of the Research	16
C.	Subject of Research	17
D.	Research Design	17
E.	Technique of Collecting Data	20
F.	Technique for Analyzing Data.....	22
G.	Criteria of the Successful Action	25
 CHAPTER IV RESULT AND DISCUSSION		
A.	Result	26
B.	Discussion	48
 CHAPTER V CONCLUSION AND SUGGESTION		
A.	Conclusion	49
B.	Suggestion	50
 BIBLIOGRAPHY		
 APPENDIX		

LIST OF TABLES

Table 1 Kinds of Participation	7
Table 2 The Schedule of the research	17
Table 3 The Indicators of Students' Participation.....	21
Table 4 The Indicators of Teacher's Activities.....	21
Table 5The Result of Teacher's Activities in Cycle 1	31
Table 6 The Improvement of Students' Achievement in Cycle 1.....	33
Table 7 The Result of Teacher's Activities in Cycle 2	40
Table 8 TheResult of Students' Achievement in Cycle 2	41
Table 9 the Questionnaire Result	43

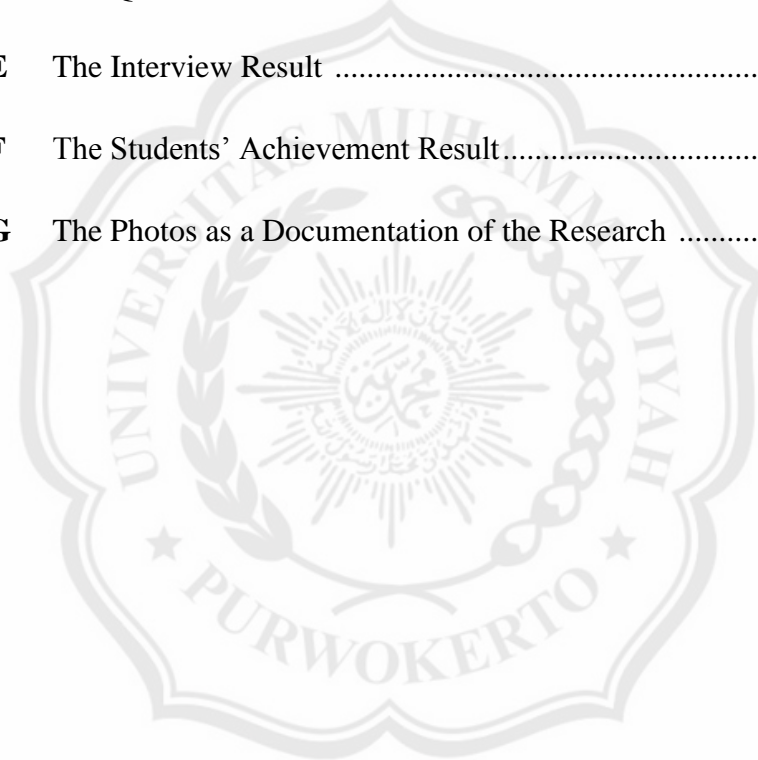
LIST OF FIGURES

Figure 1 The Action Research Spiral	18
Figure 2 The Chart of Students' Participation in Cycle 1	29
Figure 3 The Improvement of Students' Participation in Cycle 1	30
Figure 4 The Chart of Students' Participation in Cycle 2	38
Figure 5 The Improvement of Students' Participation in Cycle 2	39



LIST OF APPENDICES

Appendix A	Lesson Plan	53
Appendix B	Games.....	78
Appendix C	Observation Sheet Result	90
Appendix D	The Questionnaire Result	98
Appendix E	The Interview Result	103
Appendix F	The Students' Achievement Result.....	112
Appendix G	The Photos as a Documentation of the Research	132



ABSTRACT

IMPROVING STUDENTS' PARTICIPATION THROUGH COOPERATIVE GAMES (Classroom Action Research at the VII D of MTS Ma'arif NU 1 Jatilawang in Academic Year 2012/2013)

**By
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This research was aimed at improving students' participation through cooperative games. It was used Classroom Action Research (CAR) which was conducted at the VII D of MTS Ma'arif NU 1 Jatilawang in academic year 2012/2013 as the subject of the research. The number of the students was 43 students. This study was done on one month (April 2013). The writer works collaboratively with the English teacher. The writer applied both of qualitative and quantitative data. The qualitative data consisted of observation, questionnaire, interview, and documentation, while the quantitative data were pre – test and post – test.

The result of the research showed that there were improvements in the students' participation after the implementation of the CAR through cooperative games. Observation result showed that the means of students' participation were 32.05% in Cycle 1, and 84.54 % in Cycle 2. The Questionnaire result showed that 94.60% students felt happy, interest and enthusiastic in the implementation of cooperative game. Then, the interview result showed that almost students were happy, enthusiastic, motivated and participated in teaching and learning process.

Besides that, there was improvement in students' achievement. The means of the students' test were as follows: pre – test showed 52.70%, Cycle 1 showed 57.30% and Cycle 2 showed 78.90%. Therefore, the improvement of students' achievement from Cycle 1 to Cycle 2 was 40.99%. Those showed that the result reached the target of the research. The criteria of the action success in the students' observation result reached 52.49%. It was above of the criteria of successful 40%. Then the students' achievement reached 40.99%. Having seen the result, the writer concluded that cooperative game was able to improve students' participation in teaching and learning process.