

**IMPROVING STUDENTS' PARTICIPATION IN LEARNING
ENGLISH THROUGH COOPERATIVE GAMES**
(A Classroom Action Research At the class VIIB of SMP Muhammadiyah
Sumbang in Academic year 2011/2012)



A THESIS
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MOTTO

- **There are two choices in your live:**

Accept the condition just the way it is

Or

Accept the responsibility to change it

- **Success will not come alone but must be with effort and pray.**

DEDICATION

From the deepest and purest of my heart, I would like to present this creation to:

- Allah SWT, for his live, merciful, peacefulness and kindness.
- My beloved father (Sunarso) and mother (sriHartati). Thanks for your support, motivation, attention, material, and prayer. I know that you love me so much.
- My beloved sister (Anita Yuni Lestari) who always pray for me and give me support. I love you.
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- All of my friends in English Department in academic year 2007. Thanks for all

PREFACE

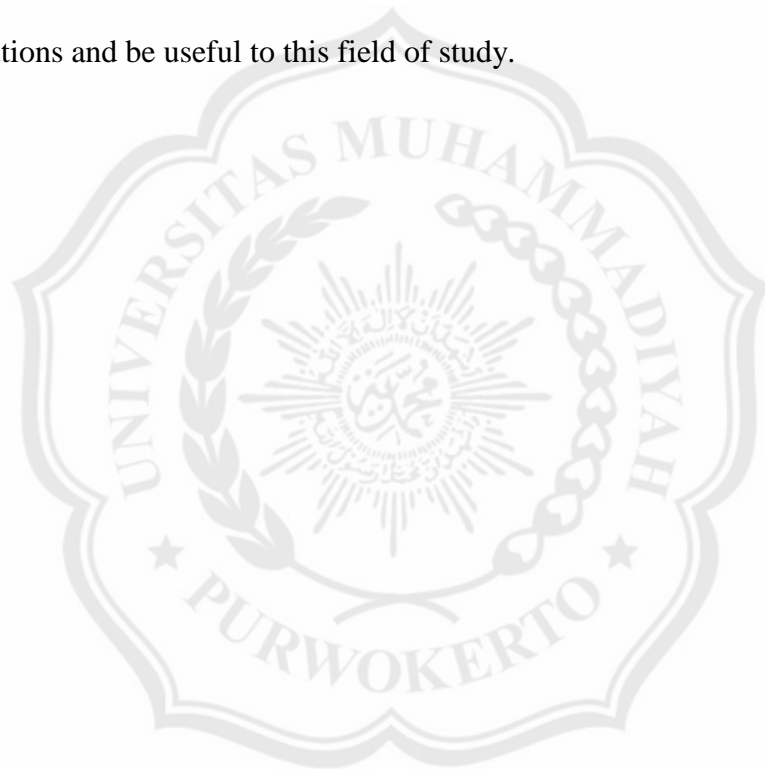
First of all, I would like to say thanks to Allah SWT who always gives guidance, mercy, permission, and never let me go without his revelation, so that I can finish writing my thesis as the partial fulfillment to get S.Pd Degree at the English Department of Teacher Training and Education Faculty in Muhammadiyah University of Purwokerto.

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Although this thesis is still far from being perfect and the mistakes still color this thesis, the writer hopes that this thesis will give positive contributions and be useful to this field of study.



ABSTRACT

IMPROVING STUDENTS' PARTICIPATION IN LEARNING ENGLISH THROUGH COOPERATIVE GAMES (A Classroom Action Research at class VIIB of SMP Muhammadiyah , Sumbang in Academic Year 2011/2012)

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This research was aimed at improving the students' participation in Learning English Through Cooperative Games. The method used in this research was Classroom Action Research (CAR), the writer used Kemmis and Mc. Taggart design. There were 2 cycle in this research and each cycle consisted of two actions, which done at the class VIIB of SMP Muhammadiyah Sumbang in Academic year 2011/ 2012 as the subject of the research. It was consisted of 35 students.

In collecting the data, the writer used observation, interview, questionnaire, and documentation. This research applied guessing game, whisper game in cycle 1, and matching game and jumbled word game in cycle 2.

The result of the research showed that Cooperative Games could improve the students' participation in learning English. The observation result showed the total average of students' participation in Cycle 1 was 26.00%, and the total average of students' participation in Cycle 2 was 67.42%. Thus, the improvement of students' participation was 41.42%. It reached the indicator of action success which was 40%. The questionnaire result showed that the students gave the positive response toward in teaching learning process using Cooperative Games. It showed that from 10 questions, the students who answered "Yes" in each indicator and the result of each indicator were more than 70%. Then, the data from interview result showed that the students felt happy and interested with the implementation of Cooperative Games.

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