

**THE USE OF PICTURE-GUESSING GAME  
TO IMPROVE THE STUDENTS' ABILITY  
IN WRITING DESCRIPTIVE TEXT**

**(Classroom Action Research at the Grade VII D of SMP Alam Al-Aqwiya  
Cilongok in the Academic Year 2014/2015)**



**A THESIS**

Submitted to English Department as a Partial Fulfillment  
of the Requirements for S. Pd Degree

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2015**

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Title : THE USE OF PICTURE-GUESSING GAME TO  
IMPROVE THE STUDENTS' ABILITY IN WRITING  
DESCRIPTIVE TEXT  
(Classroom Action Research at the Grade VII D of SMP  
Alam Al-Aqwiya Cilongok in the Academic Year  
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Action Research at the Grade VII D of SMP Alam Al-Aqwiya Cilongok in  
the Academic Year 2014/2015)**

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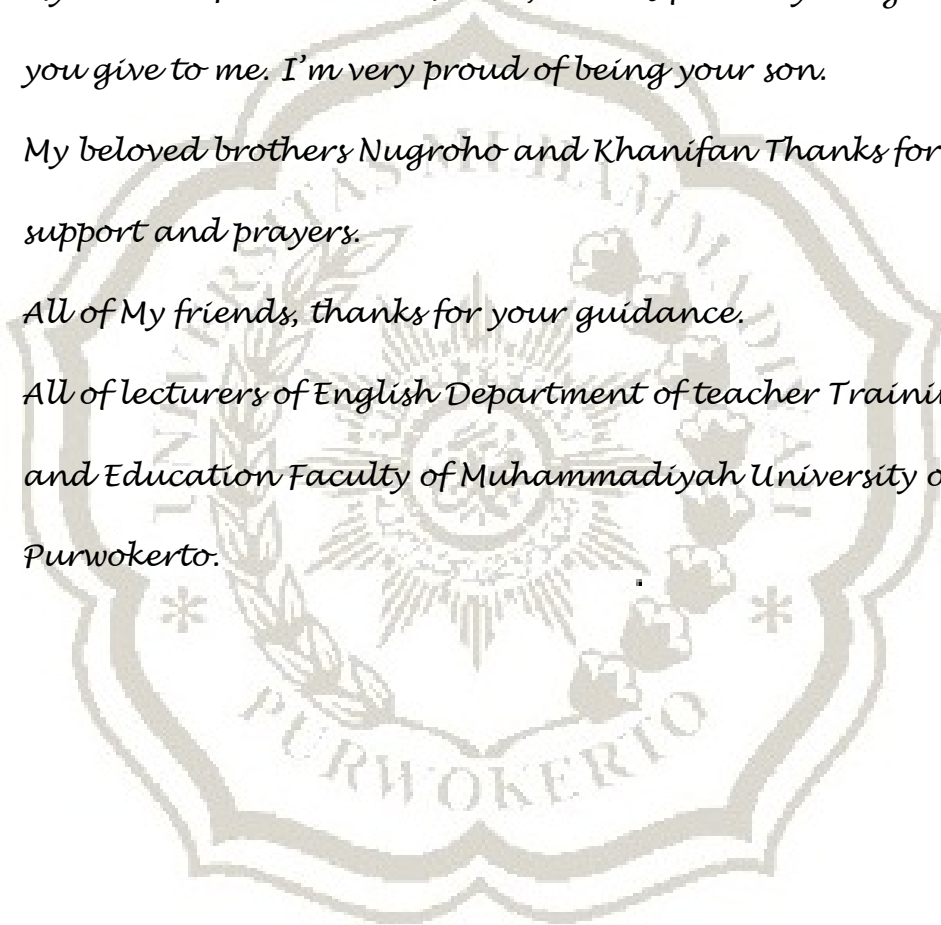


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## DEDICATION

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

- ❖ *My beloved Father and Mother, thanks for everything that you give to me. I'm very proud of being your son.*
- ❖ *My beloved brothers Nugroho and Khanifan Thanks for your support and prayers.*
- ❖ *All of My friends, thanks for your guidance.*
- ❖ *All of lecturers of English Department of teacher Training and Education Faculty of Muhammadiyah University of Purwokerto.*



*Motto*

**“NO MOUNTAIN IS TOO HIGH TO CLIMB AND NO OCEAN IS  
TOO DEEP TO DIVE WHEN YOU TRUST IN YOURSELF AND  
BELIEVE”**

**“NEVER PUT OFF UNTIL TOMORROW WHAT CAN BE DONE  
TODAY”**

**“NEVER SAY NEVER”**



## PREFACE

First of all, the researcher would like to thank God who has given his guidance, mercy and his permission, so that he can finish writing her thesis as partial fulfillment to get S. Pd degree.

In this occasion, the researcher would like to thank deeply to:

1. Drs. Ahmad, M.Pd, the Dean of Teacher Training and Education Faculty of Muhammadiyah University of Purwokerto.
2. Dra. Titi Wahyukti, M. Pd., as the first supervisor who gave guidance, advice, support and suggestion.
3. Saeful Anam, S. PdI the headmaster of SMP Alam Al Aqwiya Cilongok who gave permission applying the research.
4. Mrs. Bitu, the English teacher of first year students of SMP Alam Al Aqwiya Cilongok who helped his in conducting his research.
5. All the students of first year of SMP Alam Al Aqwiya Cilongok who participated in the research.
6. The researcher's parents, brothers, and all of his friends who gave his help and support to finish his thesis.

The researcher believes that there are many weaknesses in his thesis, so the researcher welcomes the critics and suggestions to improve his further writing. He hopes his thesis will be useful for anyone, especially the students of Muhammadiyah University of Purwokerto.

Purwokerto, 5 Agustus 2015

Researcher

## **ABSTRACT**

### **THE USE OF PICTURE-GUESSING GAME TO IMPROVE THE STUDENTS' ABILITY IN WRITING DESCRIPTIVE TEXT**

**(Classroom Action Research at the Grade VII D of SMP Alam Al-Aqwiya  
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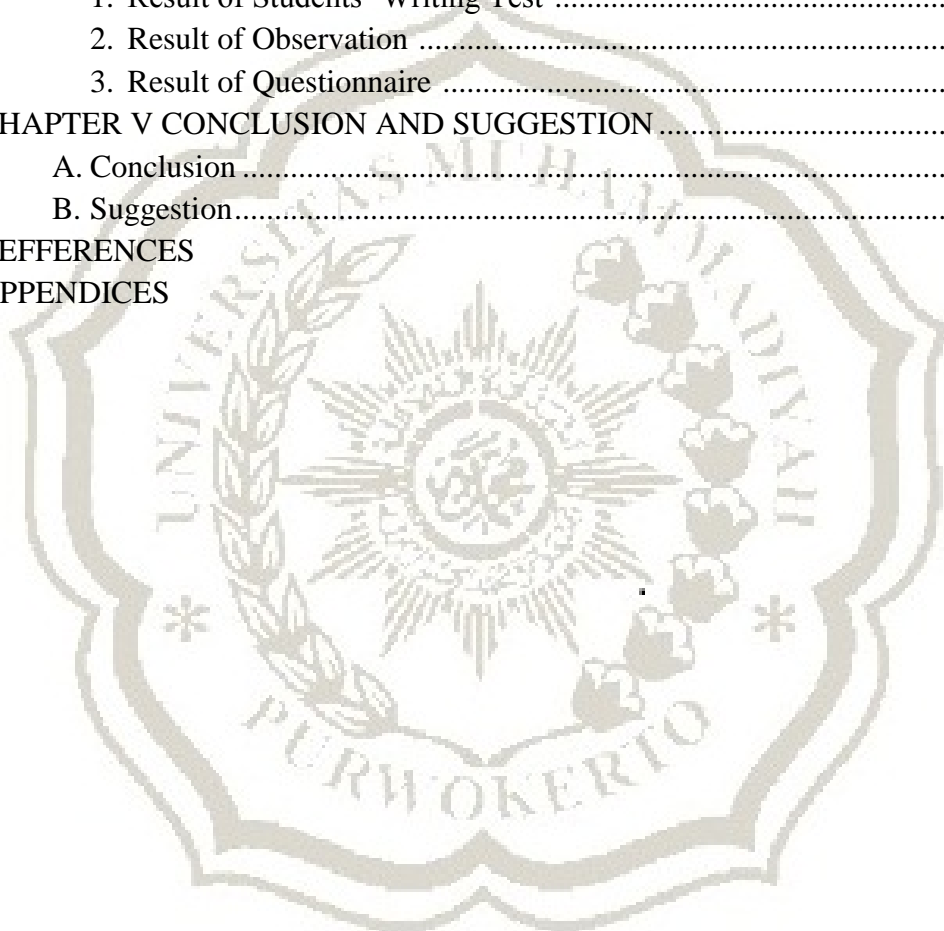
This research was aimed at knowing whether the use of picture guessing game to improve students' ability in writing descriptive text. This research was conducted at SMP Alam Al Aqwiya Cilongok with 35 students of class VII D as the subject of the research. The writer used classroom action research (CAR) as the method of the research. The writer did this research collaboratively with the English Teacher. The writer used the qualitative and the quantitative data to analyze the data. The qualitative data were the observation of students' activities in the class and questionnaire, while the quantitative data were writing test (pre-test and post-test). The data analysis showed that picture guessing game could improve the students' writing ability. The improvement of pre-test to post-test 1 was 4.69 %, and there were 18 students (51.42%) who reached score  $\geq 65$  (KKM). The improvement of pre-test to post-test 2 was 8.34 %, and there were also 31 students (88.57 %) who reached score  $\geq 65$  (KKM). It was also supported by the observation and questionnaire result. The improvement of observation of the students' writing activities in cycle one into cycle two was 13.93 %. The data from the questionnaire which consisted of 6 questions showed that more than 70% students gave positive response. In conclusion, the research had been called a success, because the result of this research could be achieved in cycle two.

**Keyword:** writing, descriptive text, picture guessing game.

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