CLASSROOM ACTION RESEARCH: MINIMIZING THE STUDENTS' ERRORS IN BUILDING SENTENCES THROUGH GAMES

THESIS

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TABLE OF CONTENTS

PAGE OF TITLE..... i

PAGE OF APPROVAL..... ii

MOTTO..... iii

DEDICATION..... iv

ACKNOWLEDGEMENT..... v

LIST OF TABLES..... vii

TABLE OF CONTENTS..... viii

LIST OF FIGURES..... xii

LIST OF APPENDICES..... xiii

ABSTRACT..... xiv

CHAPTER I INTRODUCTION..... 1

1.1 Background of the study..... 1

1.2 Statement of the Problem..... 3

1.3 Scope of the Study..... 3

1.4 Objective of the Study..... 4

1.5 Significance of the Study..... 4

1.6 Organization of the Thesis..... 5

CHAPTER II REVIEW OF RELATED LITERATURE..... 7

2.1 Action Research..... 7

2.1.1 Participatory Action Research..... 7

2.1.2 Critical Action Research 7

2.1.3 Classroom Action Research 7

2.1.4 Institutional Action Research 8

2.2 Action Research for Teachers 10

2.3 Aim of Conducting Classroom Action Research 11

2.4 The Benefits of Conducting Classroom Action Research 12

2.5 Instructional Approach of Teaching English 14

2.6 View of Writing 14

2.7 Sentence 16

2.7.1 Declarative sentence (statement)..... 17

2.7.2 Interrogative sentence (question)..... 17

2.7.3 Imperative sentence (command, request).....17

2.7.4 Exclamatory sentence (exclamation).....17

2.8 Error and Mistake 20

2.9 Games.....21

2.9.1 Definitions.....21

2.9.2 Characteristics.....21

2.9.3 Games in the Teaching Learning Process.....23

2.9.4 Teaching Writing by Using Games.....25

2.9.5 Advantages.....26

2.10 The Action Hypothesis.....27

CHAPTER III RESEARCH METHOD 28

3.1 Research Design..... 28

3.2 Unit of Analysis..... 29

3.3 Source of Data..... 29

3.4 Technique of Data Collection 30

3.5 Technique of Data analysis..... 31

3.6 Research Instrument.....32

3.6.1 Pre-test 32

3.6.2 First cycle.....33

3.6.3 Second cycle 33

3.6.4 Third cycle.....33

3.7 Action Plan.....34

3.7.1 Pre-test 34

3.7.2 The first cycle.....35

3.7.3 The Second Cycle.....35

3.7.4 The Third Cycle.....36

3.8 Indicator of Success.....37

CHAPTER IV DATA ANALYSIS..... 38

4.1 First Meeting Activity 38

4.2 Second Meeting Activity 43

4.3 Third Meeting Activity 44

4.4 Fourth Meeting Activity 48

4.5 Fifth Meeting Activity 50

4.6 Sixth Meeting Activity 51

4.7 Seventh Meeting Activity 55

4.8 Eighth Meeting Activity 58

4.9 Ninth Meeting Activity 57

CHAPTER V CONCLUSION AND SUGGESTION 62

5.1 Conclusion 62

5.2 Suggestion 62

BIBLIOGRAPHY 64

APPENDICES 66