
THE EFFECT OF BOARD GAME METHOD ON STUDENTS' WRITING DESCRIPTIVE TEXT SKILL (A study at the Seventh Grade of MTs Darul Akhiroh Marancar in 2020/2021 Academic Year)

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Abstract : *The purpose of this research are to find out : 1) the extent of application of board game method on students' writing descriptive text skill at the seventh grade of MTs Darul Akhiroh Marancar. 2) the extant of the students' writing descriptive text skill before and after using board game method on students' writing descriptive text skill at the seventh grade of MTs Darul Akhiroh Marancar, 3) whether there is any significant effect of board game method on students' writing descriptive text skill at the seventh grade of MTs Darul Akhiroh Marancar. The population of this research all of the sevenht grade of MTs Darul Akhiroh Marancar consist of 27 students. The sample was 27 students which are taken by total sampling. The research method is used by experimental method. Then, the data collected by using the observation sheet and test. The instrument used is essay. The calculation of t-test formula is higher than score of t-table. The score of t test is 2.2 meanwhile the score of t table is 2,06 at 5 % significant level with (df) 26. And the hypothesis is accepted. It means that there is a significant effect of board game method on students' writing descriptive text skill at the seventh grade of MTs Darul Akhiroh Marancar in 2020/2021 academic year.*

Keywords: Board Game, Writing Descriptive

Abstrak : *Tujuan dari penelitian ini adalah untuk mengetahui : 1) penerapan board game method dalam penulisan descriptive siswa kelas VII MTs Darul Akhiroh Marancar, 2) mengetahui sebelum dan sesudah penggunaan board game method dalam penulisan descriptive siswa kelas VII MTs Darul Akhiroh Marancar, mengetahui apakah ada pengaruh yang signifikan dari board game method terhadap penguasaan penulisan siswa kelas VII MTs Darul Akhiroh Marancar Tahun Akademik 2020/2021. Populasi pada penelitian ini adalah seluruh siswa kelas VII MTs Darul Akhiroh Marancar yang terdiri dari 27, teknik sampling yang digunakan adalah total sampling dengan jumlah 27 siswa. Metode penelitian digunakan adalah eksperimen method. Pengumpulan data menggunakan observation sheet dan tes sebagai instrument. Nilai rata-rata dari penerapan board game method adalah 3.6, dengan kategori " Sangat Baik". peneliti menganalisis data menggunakan t_{test} formula, hasil $t_{test} = 2.2$ sedangkan $t_{table} = 2.06$. Dengan kata lain t_{test} lebih besar dari t_{table} . Jadi, hipotesis diterima. Artinya ada pengaruh yang signifikan dari board game method dalam penguasaan penulisan siswa pada kelas VII MTs Darul Akhiroh Marancar.*

Kata Kunci : Board Game, Writing Descriptive

I. INTRODUCTION

Writing is an important part of English that should be mastered well. It had important role in communication both in spoken and listen forms. By having a lot writing learner will be easier to show their ideas, making compositions, and many activities dealing with language. In other words, by knowing understanding the writing, the learners will successfully achieve the four English language skills.

Since writing becomes one of the important aspects in english teaching process, teaching writing in the classroom should be appropriate in order to avoid problems related to students writing. It contributes significantly towards achievement in the subject of the curriculum in the school.

In fact, there are many students still low in writing descriptive text. The students in MTs Darul Akhiroh Marancar who are weak in English especially in writing descriptive text. where students are difficult in using content, organization , mechanics , grammar, and syntax, and many others. it can be seen from the average pre-test students score 46 meanwhile, the standard of score to pass examination 75. It

can be said the students in seventh grade of MTs Darul Akhiroh Marancar still have not good in English.

In other words, the efforts that carried out by the teacher is not interest to students, it is still looks monotonous, and not efficient in process of learning. It can be makes the students lazy to study English, still bored and not interested, and low motivation in English learning process because the students do not have a lot of writing.

Based on the explanation above, students' writing descriptive text skill is needed to be solved. The researcher interest in doing research about how to make students interested and mastered in writing. In this case, the researcher focused on board game method in teaching writing , the researcher believes the students more interested to study about English especially in writing.

5. The Nature of Writing

Writing is the representation of language is a textual medium through the use of a set of signs or symbols. According to Mertens (2010:vii) "writing is complex and cognitively demanding activity". According to Harmer

(2007:33) "Writing is frequently useful as preparation for some other activity, in particular when students' write sentences as a preamble to discussion activities.

Based on the explanation above, the researcher concludes that writing is activities which use our mind or think then put it into written form to express idea, opinion, feeling and one of the most important in education and work.

6. Indicators of Writing

According to Brown in Sarwanti (2015:23), there are five significant components of writing. They are, content, organization, vocabulary, grammar/ language use and mechanics.

1) Content

There at least two things which can be measured in connection with content: the points that are presented and formal signals given the reader to guide in understanding the topic fully.

2) Organization

The process of organizing materials in writing involves coherence, order of importance, general specific, specific to general, chronological order and special order pattern.

3) Vocabulary

Vocabulary is one of the language aspects dealing with the proses of writing. the process of writing is the process when the writer always think about putting words into sentence and then putting sentence into paragraphs until they can create a piece of writing.

4) Grammar/ Language use

For language use in writing procedure text and other form of writing, it involves correct usage and points of grammar or structure. Grammar is one of important components in writing. it governs utterance that we produce to be right and orderly. Therefore, it also has great influence in the quality of writing.

5) Mechanic

Mechanics of writing deals with capitalization, spelling, and punctuation.

7. Board Game Method

A board game is a method of intertwinement can build up the students' motivation and reinforce any language skill as speaking and listening. Chang & Cogswell (2008:1)"board game is that is lowers the anxiety of the students. They further explain that board games should consist of warm-up activities, formal instruction, takss, and wrap up/reflection activities".

Next, Metom et al. (2013:404)"board game has similar concept with snake –and ladder game. A board game includes a game board, cards consist of grammar options, movers, adice, and an answer booklet".

Based on the explanation above, the researcher concludes that Board game is can be defined as something or an instrument that is used to attract students' motivation to follow the teaching and learning process because board game can make the students more focus in learning, because they do not feel that they are forced to learn.

8. The steps of using Board Game Method

According to Irma Nur Hidayah (2015:40) "Students do the games by writing the right answers on their paper sheet. It will activate students' writing skill. It will be the starting point for the students to activate their micro-skills of writing, like producing graphemes and orthographic patterns of English, producing writing at an efficient rate of speed to suit the purpose, producing an acceptable core of words and using appropriate word order patterns, using grammatical system, (tense, agreement, pluralization, patterns, and rules), expressing a particular meaning in different grammatical forms, and using cohesive devices in written discourse. This will be useful to activate their sensitivity towards grammar.

In this research, the researcher begin to explain the materials, the teachers use board game in order to make the students have more interests. Attention and understand about the material. There are five steps that can be applied when the teachers use board game: (1) take pictures in front of the class (2) try to attract the students' understanding about board game (3) the teachers begin to explain what does the board game talk about (4) the teachers ask one of

the students to repeat again what does the teachers do before (5) after the teachers feel that all the students have understood of the material, the teachers continue to another topic.

Based on the explanation above, the researcher will choose and focuses on steps of using board game method who doing by researcher.

9. The Advantages of Board Game Method

According Carly (2010:21). Says:

- a) They are motivating and challenging.
- b) Learning a language requires a great deal of effort.
- c) Board game helps students to make and sustain the effort of learning.
- d) Board game provides language practice in the various skills speaking, writing, listening and reading.
- e) They encourage students to interact and communicate.
- f) They create a meaningful context for language use.
- g) Writing skill board game bring real world context into the classroom, and increase students' use of english in a flexible, meaningful and communicative way.
- h) Board game usually involve friendly competition and they keep students interested in learning the language.
- i) Board game can help them (children) learn and hang on to new words more easily.

6.The Disadvantages of Using Board Game Method

According Dewar (2009:15). Says:

- a) Most people play with house rules (ex. Money under free parking, not using the auctions, etc) that cause the game to last much longer than it should.
- b) Too dependent on luck. Once all the properties are bought & traded, the game is just rolling the dice until everybody goes bankrupt.
- c) Doesn't scale well to the number of players. 4 players seem to be ideal.
- d) Players takes too long and 2 players is completely pointless (without trades, it's all luck).
- e) The game is almost 100 years old. Much better designed games have been released since then (acquire, power grid, settlers of catan, Railroad Tycoon).

From the all above explanation, the researcher concludes that Board game method is a kind of teaching method that can grow up responsibility students to answer question that given by teacher. Therefore, the researcher concludes that Board game method is very good use in teaching and learning proses.

II. METHODOLOGY OF THE RESEARCH

The method of the research is the systematic way to understand and object of the research. According to Ranguti (2016:13) "Method of the research is a scientific way to obtain valid data with the aim to be found, developed, or proven, a certain knowledge so that in turn it can be used to

understand, solve, and anticipate problems in a particular field. Based on explanation above, method of the research is a natural way to get data that used the researcher in the research. Next, according to Singh (2006:134) "Experimental method is a scientific method. It is oriented to the future in the sense that the researcher is seeking to evaluate something new. It means that the process uses in the research certain scientific method.

Futhermore, Arikunto (2012:2) there are three kinds of method in a research, such as : 1) Description research is the one that is intended to gather some information regarding the trend found in the field, 2) Action research is a philosophy and methodology of research generally applied in the social sciences, and 3) Experimental research is intended to determine whether there is a result of something imposed on the subject inquired. Based on the explanation above, the writer would apply experimental research method.

Based on the explanation above the research design, it can be seen clearly from one group pre-test (o1) and post-test (o2) to get the data dependent and independent

variables, the writer use experimental research because to find out the cause effect relationship between the variables.

The population in the research is all of the students at the eighth grade of MTs Darul Akhiroh Marancar are 27, and sample are 27. To taking the sample, the researcher used total sampling.

Sugiyono (2014:178) "Instrument of the research is a tool used to measure the natural and social overall phenomena. In this research, the instrument that will be used to measure the variables are observation sheet and test.

III. RESULT

The scores of the variables X (Board Game Method) and variable Y (Writing Descriptive Text skill) calculated by applied statistical analysis which can be illustrated into description of the data order to described the students result.

Based on the data analyzed the observation sheet about the application of board game method on students" writing descriptive text skill of MTs Darul Akhiroh Marancar through 10 aspects of observation, obtained average score 3.6 with categorized "Very Good". And then pre-test, the

researcher calculated the scores it was found the highest score was 60 and the lowest was 30.

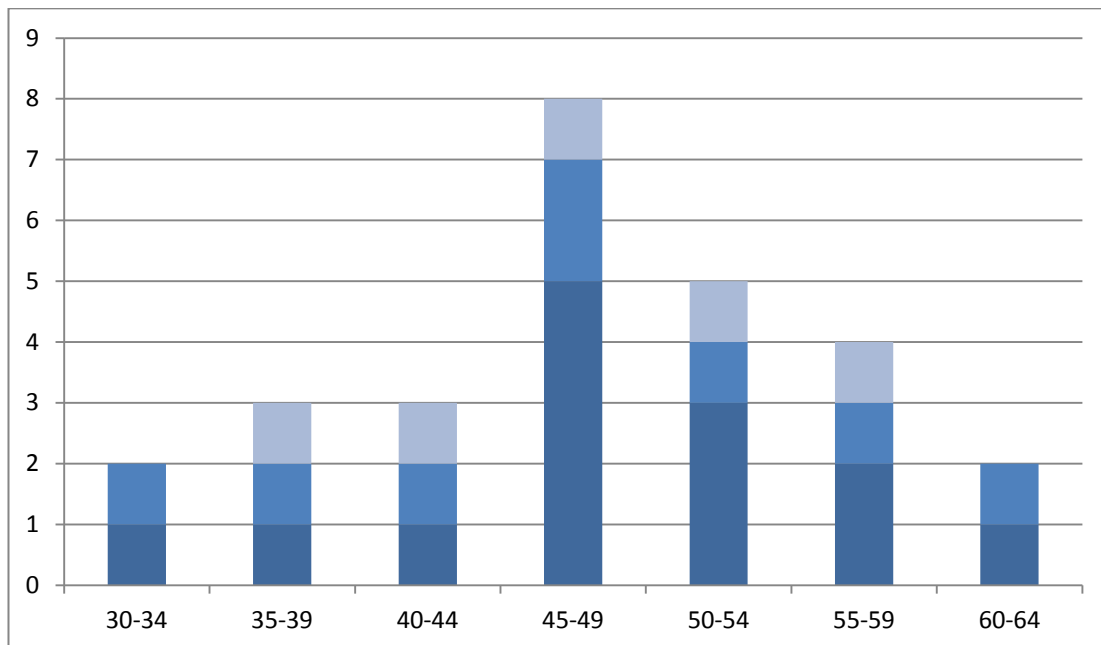


Figure 2: Histogram of Students' writing descriptive text skill before using board game method

Based on the histogram above, it can be seen that the highest frequency was consist of 8 students on interval 45 – 49. The lowest score was 30 and the highest score was 60.

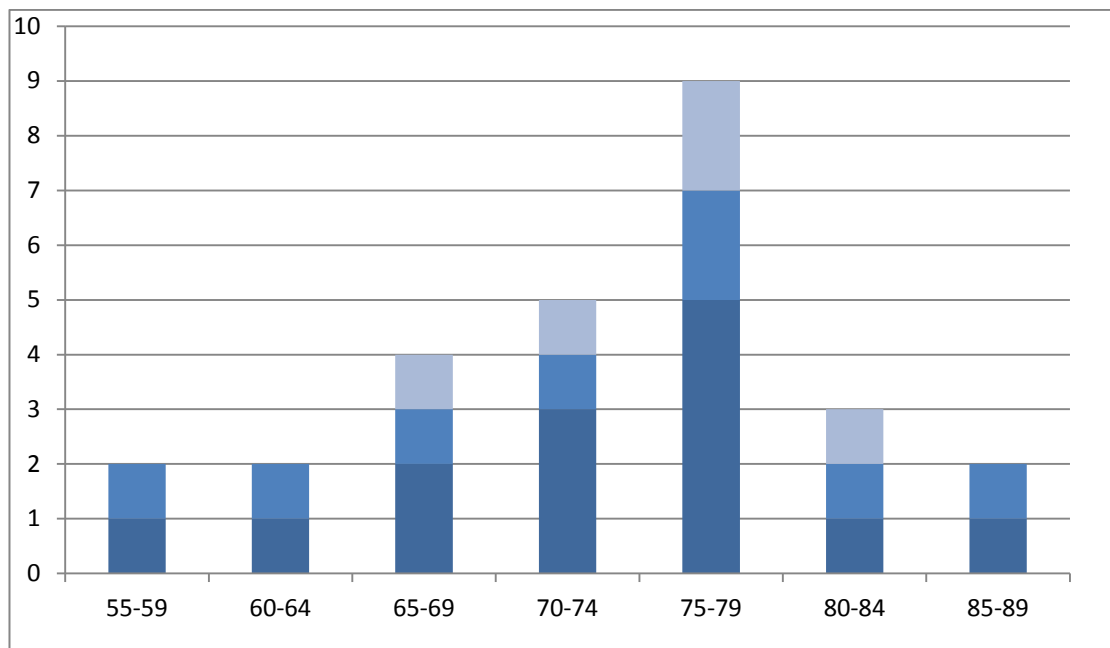


Figure 4: Histogram of Students' Writing Descriptive Text Skill after using Board Game Method

Based on the histogram above, it can be seen that the highest frequency is consist of 9 students on interval 75 – 79. The lowest score is 55 and the highest is 85.

IV. DISCUSSION

After given pre-test and pot-test to the students, the writer found that the result of writing descriptive text skill after using board game method was better than before using board game method, it can be seen ttest is higher than ttable ($t_{test} 2.2 > t_{table} 2.06$). So that, the hypothesis was received, it could be concluded that the effect of board game method on students' writing descriptive text skill was higher than

before given riddles games at the the seventh grade students of MTs Darul Akhiroh Marancar.

By looking the previous related research which has been discussed in the chapter II, and if the researcher compare them with result of this research. It could be concluded that students' writing descriptive text skill after using board game method is higher than the students' writing descriptive text skill before using board game method. It means that eventhough the using of board game method in writing descriptive text skill gave the improvement, but the using of board game method was more effective to make students writing descriptive text skill.

Based on the explanation above, in this research the writer can concluded that the riddles games was very important and suitable to increase the students" writing descriptive text skill.

CONCLUSION

Based on the result of this research, in chapter IV the researcher can conclude that the application of board game

method on students „ writing descriptive text skill at the seventh grade students of MTs Darul Akhiroh Marancar is 3.6 it is categorized “Very Good“, The students” writing before and after using board game method at the seventh grade students of MTs Darul Akhiroh Marancar before is 51,26 categories “bad” and after is 77.7 categories “Good”. So, there is a significant effect of using board game method on students” writing descriptive text skill. It means that ttest is higher than ttable. In other word, hypothesis is accepted.

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