

**Improving Students' Grammar Mastery in Perfect Tense Through Dice Game  
as a Media of XI IPS 2 at SMA Hang Tuah 4 Surabaya**

**THESIS**



**BY:**

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**ENGLISH DEPARTMENT**

**FACULTY OF LANGUAGE AND SCIENCE**

**UNIVERSITY OF WIJAYA KUSUMA SURABAYA**

**2020**

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### APPROVAL SHEET I

This is to certify that the thesis of,

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Has been accepted and approved by thesis advisor.

Surabaya, 22 July 2020

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### CERTIFICATE OF ORIGINALITY

I hereby do sign and submit the form below :

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To declare the certificate to originality that :

1. I am very responsible for the work submitted in this final assignment that the original work is my own except as specified in acknowledgement.
2. If there is found unoriginality, I will take responsibility neither the final assignment the original work contained in has been submitted to English Education Department of Language and Science Faculty of Wijaya Kusuma Surabaya.

Thereby I truly certify this certificate of originality.

Surabaya, 22 July 2020



Astrid Ananda Dinda

16620017

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Surabaya, 22 July 2020

Astrid Ananda Dinda

## **DEDICATION SHEET**

The researcher dedicates this final assignment and deliver thankful to:

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## ABSTRACT

Dinda, Astrid Ananda. 2020. *Improving Students' Grammar Mastery In Perfect Tense Through Dice Game as a Media of XI IPS 2 at SMA Hang Tuah 4 Surabaya*. Wijaya Kusuma University. Dukuh Kupang. Surabaya.

Advisors : (I) Dra. Bakti Wirawati, MPd. (II) Dr. Ribut Surjowati, S.Pd., MPd.

The objective of the study was to find out the improvement of the students in grammar mastery of the present perfect tense by using dice game. This research was conducted in Grade 11 students at SMA Hang Tuah 4 Surabaya in academic year 2019/2020. This research was classroom action research. It was done in SMA Hang Tuah 4 Surabaya. The subject of this research was the student of XI IPS 2 SMA Hang Tuah 4 Surabaya. The number of subject is 32 students. The data collection techniques used by the researcher were observation and written tests.

The Results of this study showed that using dice game can improve the grammar mastery of students in teaching present perfect tense in grade 11 students in SMA Hang Tuah 4 Surabaya. It can be seen in the learning process in each cycle. On the first cycle, students find it difficult to apply dice games because the procedures and judgments for playing dice games are too much for students so they can not respond to materials and game. At the first Test, the student have passed minimum completeness criteria (KKM) was 6 students or the amount of 18.75% and the student not passed minimum completeness criteria was 26 students or the amount of 81.25%. In the first cycle, students have finished improving. In the first cycle, the students who passed the KKM was 68.75%. It could not reach the success indicator so that the second cycle is needed. In the second cycle, the students who passed the KKM was 84.37%. It reached the success indicator, so based on these result, it can be concluded that dice game as a media could help students in improving their grammar mastery of writing sentences.

**Keywords :** Improving, Perfect Tense, Dice Game, Classroom Action Research

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