

Abstract

**The Use of “CSW” (Catch, Speak, and Write) Game As A Teaching
Technique To Improve Students’ Writing of Descriptive Text
(A Quasi Experimental Research in 7th Graders of MTs Darul Hasanah
Semarang in the Academic Year 2015/2016)**

Kumalasari, Ratna : 2016 The Use of “CSW” (Catch, Speak, and Write) Game As A Teaching Technique To Improve Students’ Writing of Descriptive Text (A Quasi Experimental Research in 7th Graders of MTs Darul Hasanah Semarang in the Academic Year 2015/2016). The Advisor: Kurniawan Yudhi Nugroho, S.Pd, M.Pd. A Final Project. English Education Department. Faculty of Languages. Sultan Agung Islamic University.

The use of game in teaching writing is really a good technique that can be used by an English teacher in order to reach students’ motivation and understanding it in the learning process. In addition, “CSW” (Catch, Speak, and Write) game is one of the techniques which is used in the school to improve the students’ ability in writing descriptive text. The purpose of this study was to know whether CSW (Catch, Speak, and Write) game technique could improve the students’ writing ability in descriptive text in 7th graders of MTs Darul Hasanah Semarang in Academic Year 2015/2016. This study used quasi experimental design. This study took 7B as the experimental class and 7C as the control class. This study has done some steps they were try out, pre-test, treatments, and post test. This study analyzed the data by using independent sample t-test formula. The pre-test result of experimental and control class were 57.60 and 57.29. It proved that the students’ ability before the treatment was poor. The posttest result showed that the experimental class got higher score than the control class $79.20 > 74.17$. The result showed that sig. (2-tailed) 0.005 was less than 0.05. It meant that the treatment improved students’ writing ability in descriptive text and H_0 was rejected and H_1 was accepted. Based on the result above, it could be concluded that “CSW” (Catch, Speak, and Write) game could improve students’ ability in writing descriptive text to the seventh graders of MTs Darul Hasanah Semarang in the Academic Year 2015/2016.

Keywords: “CSW” (Catch, Speak, and Write) Game, Writing, Descriptive Text, Junior High School

Intisari

The Use of “CSW” (Catch, Speak, and Write) Game As A Teaching Technique To Improve Students’ Writing of Descriptive Text *(A Quasi Experimental Research in 7th Graders of MTs Darul Hasanah Semarang in the Academic Year 2015/2016)*

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Penggunaan permainan dalam pengajaran menulis merupakan teknik yang baik yang dapat digunakan oleh guru bahasa Inggris untuk mencapai motivasi siswa dan pemahaman dalam proses pembelajaran. CSW (Catch, Speak, dan Write) Game adalah salah satu teknik yang digunakan di sekolah untuk meningkatkan kemampuan siswa dalam menulis teks deskriptif. Tujuan dari penelitian ini adalah untuk mengetahui apakah CSW (Catch, Berbahasa, dan Menulis) teknik permainan dapat meningkatkan kemampuan menulis siswa dalam teks deskriptif siswa kelas 7 MTs Darul Hasanah Semarang Tahun Ajaran 2015/2016. Penelitian ini menggunakan desain eksperimen kuasi. Penelitian ini mengambil 7B sebagai kelas eksperimen dan 7C sebagai kelas kontrol. Penelitian ini telah dilakukan dengan beberapa langkah seperti try out, pre-test, treatment, dan post test. Penelitian ini menganalisis data dengan menggunakan rumus sample t-test independent. Hasil pre-test dari eksperimen dan kelas kontrol adalah 57.60 dan 57.29. Ini membuktikan bahwa ability siswa sebelum diberikan treatment masih lemah. Hasil penelitian di post-test menunjukkan bahwa kelas eksperimen mendapat nilai lebih besar dibandingkan kelas kontrol $79.20 > 74.17$. Hasil penelitian menunjukkan bahwa sig. (2-tailed) 0,005 kurang dari 0.05. Ini berarti bahwa treatment meningkatkan kemampuan menulis siswa dalam teks deskriptif dan H_0 ditolak and H_1 diterima. Berdasarkan hasil di atas, dapat disimpulkan bahwa “CSW” (Catch, Speak, and Write) Game dapat meningkatkan kemampuan siswa dalam menulis teks deskriptif untuk siswa kelas tujuh di MTs Darul Hasanah Semarang di Tahun Akademik 2015/2016.

Kata kunci: “CSW” (Catch, Speak, dan Write) Game, Menulis, Teks Deskriptif, SMP