

ABSTRACT

Nurul Aeni. *The Use of Pizza Game to Improve Students Grammatical Competence (Pre-Experimental Research at the Eighth Grade Students of MTs Syekh Yusuf Sungguminasa).* Faculty of Teacher Training and Education, Muhammadiyah University of Makassar (Supervised by Ratna Dewi and Saiful).

This research aimed finding out the improvement of students' grammatical by using Pizza Game that focused on students' noun phrase and verb phrase at MTs Syekh Yusuf Sungguminasa.

The researcher used Pre-experimental Method with one group pre-test and post-test, and data collection based on the test. The sample of this research was class VIII.A which consisted of 28 students. The sample was taken by using Purposive Sampling Technique.

The research findings showed that the Eighth Grade students of MTs Syekh Yusuf Sungguminasa had poor score in pre-test. After treatment, their grammar mastery increased significantly. The researcher has done divided into three categories. First, the students' mean score in noun phrase as subject were 45.71 (pre-test) and 85.71 (post-test). Second, the students' mean score in noun phrase as object were 45.00 (pre-test) and 71.43 (post-test). Third, the students' mean score in verb phrase were 46.79 (pre-test) and 85.71 (post-test). Mean score of grammatical of students were 47.25 (pre-test) and 78.11 (post-test). The result of hypothesis testing of this research was (Sig (2-tailed) was 0.000, because of $\text{Sig} < \alpha$ ($0.000 < 0.05$), it can be concluded that pre-test and post-test has $\text{sig} < a$, and H1 was accepted and H0 was rejected. It means that it had been significance by using pizza game for students' grammar mastery. It was concluded that students' grammar mastery have good achievement after taught through pizza game.

Keywords: Grammatical competence, Pizza Game.

ABSTRAK

Nurul Aeni. Penggunaan Pizza Game untuk Meningkatkan Kompetensi Gramatikal Siswa (*Penelitian Pre-Experimental pada Siswa Kelas VIII MTs Syekh Yusuf Sungguminasa*). Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muhammadiyah Makassar (Dibimbing oleh Ratna Dewi dan Saiful).

Penelitian ini bertujuan untuk mengetahui peningkatan gramatikal siswa dengan menggunakan Pizza Game yang berfokus pada noun phrase and verb phrase siswa pada MTs. Syekh Yusuf Sungguminasa.

Peneliti menggunakan metode Pre-experimental dengan satu kelompok pre-test dan post-test, dan pengumpulan data berdasarkan pada tes pilihan ganda terdiri dari tiga bagian. sampel penelitian ini adalah kelas VIII. A yang terdiri dari 28 siswa. Sampel di ambil menggunakan teknik purposive.

Temuan peneliti menunjukkan bahwa siswa kelas delapan MTs Syekh Yusuf Sungguminasa setelah diberikan perlakuan, penguasaan tata bahasa mereka meningkat secara signifikan. Peneliti telah membagi menjadi tiga kategori. Pertama, nilai rata-rata siswa pada noun phrase sebagai subjek adalah 45,71 (pre-test) dan 85,71 (post-test). Kedua, nilai rata-rata siswa pada noun phrase sebagai objek adalah 45.00 (pre-test) dan 71.43. ketiga, nilai rata-rata siswa pada verb phrase adalah 46.79 (pre-test) dan 85.71 (post-test). Hasil pengujian hipotesis penelitian ini adalah (Sig (2-tailed) adalah 0,000, dapat disimpulkan bahwa pre-test dan post-test memiliki sig <a, dan H1 diterima dan H0 ditolak, itu artinya ada signifikan menggunakan pizza game untuk penguasaan tata-tata bahasa siswa.

Kata kunci: Kemampuan Gramatikal, Pizza Game.