

**USING SNAKE AND LADDERS TO IMPROVE
11th GRADE STUDENTS' READING MOTIVATION
OF SMA N 1 KASIHAN**

A SARJANA PENDIDIKAN RESEARCH PAPER

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ABSTRACT

Pradita, Allistya Putri (2018). *Using Snake and Ladders to Improve 11th Grade Students' Reading Motivation of SMA N 1 KASIHAN*. Yogyakarta: English Language Education Study Program, Sanata Dharma University.

Reading is one of the four language skills in English. School has a role to increase students' motivation in learning English. Based on the interview to English teacher that the researcher has done, most of XI IIS 1 students in *SMA N 1 Kasihan* had lack of motivation in reading. Most of the students thought that reading activity is boring, especially when they do not know the vocabulary in the English text. This research aimed to improve students' reading motivation by using Snake and Ladders board game.

To answer the research problem, the researcher conducted a Classroom Action Research (CAR). There were two cycles conducted in this research: cycle one and cycle two. Both cycles had four essential steps which were planning, action, observation, and reflection. The researcher obtained qualitative data from the field notes and interview.

The action research results showed that Snake and Ladders game had improved the students' reading motivation. The improvement could be seen from the students' behavior changes. There were five aspects that the researcher compared; they are direction of an individual's attention and activity, persistence, activity level, continuing motivation, and performance. Using Snake and Ladders game becomes an appropriate method to improve the students' reading motivation.

Keywords: Reading Motivation, Snake and Ladders game, Classroom Action Research.

ABSTRAK

Pradita, Allistya Putri (2017). *Using Snake and Ladders to Improve 11th Grade Students' Reading Motivation of SMA N 1 KASIHAN*. Yogyakarta: Program Studi Pendidikan Bahasa Inggris, Universitas Sanata Dharma.

Membaca adalah salah satu dari empat keterampilan berbahasa. Sekolah memiliki peran untuk meningkatkan motivasi siswa dalam belajar bahasa Inggris. Berdasarkan hasil wawancara dengan guru bahasa Inggris yang dilakukan oleh peneliti, sebagian besar siswa XI IIS 1 di SMA N 1 Kasihan kurang termotivasi dalam membaca. Sebagian besar siswa berpikir bahwa aktivitas membaca itu membosankan, terutama ketika mereka tidak tahu kosakata dalam teks bahasa Inggris. Penelitian ini bertujuan untuk meningkatkan motivasi membaca siswa dengan menggunakan papan permainan ular tangga.

Untuk menjawab masalah di dalam penelitian, peneliti melakukan Penelitian Tindakan Kelas (PTK). Ada dua siklus dalam penelitian ini, siklus satu dan siklus dua. Siklus satu dan siklus dua memiliki empat langkah penting yaitu rencana, tindakan, observasi, dan refleksi. Peneliti memperoleh data kualitatif dari catatan lapangan dan wawancara.

Hasil Penelitian Tindakan Kelas menunjukkan bahwa permainan ular tangga telah meningkatkan motivasi membaca siswa. Peningkatan tersebut dapat dilihat dari perubahan perilaku siswa. Ada lima aspek yang dibandingkan oleh peneliti; arah perhatian dan aktivitas individu, ketekunan, tingkat aktifitas, motivasi berkelanjutan, and pencapaian. Menggunakan permainan ular tangga menjadi metode yang tepat untuk meningkatkan motivasi membaca siswa.

Kata kunci: Reading Motivation, Snake and Ladders game, Classroom Action Research.