

ABSTRACT

Yulita, Odelia. (2019). **Sentence Patterns and Moods in Cooking, Game, and Activity Instructions in Kuffner's *The Children's Busy Book***. Yogyakarta: Department of English Letters, Faculty of Letters, Universitas Sanata Dharma.

The Children's Busy Book consists of cooking, game and activity instructions. It is acknowledged that imperative and declarative sentences are used in order to give instructions. Reading the cooking, game and activity instructions, the researcher found out that cooking instructions are almost consistent in using imperative sentences. On the other hand, game and activity instructions use both imperative and declarative sentences. This intrigued the researcher to learn more about cooking, game, and activity instructions in this book.

This study focuses on the sentence patterns and moods used in cooking, game, and activity instructions in *The Children's Busy Book*. This research, therefore, aimed at finding out the sentence patterns and discovering their significance in relation to giving instructions as seen from the mood.

The researcher collected the data with sample data and analyzed the data with quantitative as well as qualitative method. *The Children's Busy Book* was used because it has various recipes, games, and activities to choose from in order for the researcher to analyze sentence patterns and their significance in relation to giving instructions. The researcher collected the data by reading the whole recipes, games, and activities and selecting the most representative ones as the samples. After that, the researcher analyzed the sentence patterns and moods as well as their significance by applying Quirk *et al* (1985) and Biber and Leech theory (1999).

Based on the analysis, the researcher found that there are six types of sentence patterns used in the cooking, game and activity instructions in *The Children's Busy Book* which are SV, SVO, SVA, SVC, SVOA, and SVCA. SVOA is the most used sentence patterns in the instructions. Furthermore, the researcher also discovered that both cooking and activity instructions are dominated with imperative sentences while game instructions use imperative and declarative sentences almost equally. This is due to the fact that recipes and activity instructions are strict in giving instructions whereas game instructions are flexible in doing so by offering suggestions and explaining the game rules.

Keywords: sentence patterns, imperative, declarative

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The Children's Busy Book terdiri dari berbagai instruksi memasak, permainan dan aktivitas. Kalimat imperatif dan deklaratif digunakan untuk memberi instruksi. Ketika membaca berbagai instruksi memasak, permainan, dan aktivitas, peneliti menemukan bahwa instruksi-instruksi memasak hampir konsisten dalam penggunaan kalimat imperatif. Akan tetapi, instruksi-instruksi permainan dan aktivitas menggunakan kalimat imperatif dan kalimat deklaratif. Hal ini menggugah peneliti untuk mempelajari perihal ini lebih lanjut.

Penelitian ini berpusat pada pola-pola kalimat dan modus yang digunakan dalam berbagai instruksi memasak, permainan, dan aktivitas dalam *The Children's Busy Book*. Penelitian ini bertujuan untuk menemukan pola-pola kalimat yang digunakan dan signifikansi pola-pola kalimat tersebut dalam memberikan instruksi dilihat dari modusnya.

Peneliti mengambil beberapa sampel sebagai data dan menganalisis data dengan metode kuantitatif dan kualitatif. *The Children's Busy Book* digunakan karena memiliki bermacam-macam resep, permainan, dan aktivitas yang bisa dipilih oleh peneliti untuk dianalisis pola-pola kalimat serta signifikansinya dalam memberikan instruksi. Peneliti mengumpulkan data dengan membaca keseluruhan resep, permainan, dan aktivitas dan memilih beberapa yang paling mewakili sebagai sampel. Kemudian, peneliti menganalisis pola-pola kalimat serta modus dan signifikansinya dengan teori dari Quirk *dkk* (1985) dan Biber dan Leech (1999).

Berdasarkan analisis, peneliti menemukan tujuh jenis pola-pola kalimat yang digunakan di berbagai resep, permainan, dan aktivitas dalam *The Children's Busy Book*. Pola-pola kalimat tersebut adalah SP, SPO, SPK, SPPel, dan SPOK, and SPOKPel dengan pola kalimat SPOK paling sering digunakan. Selebihnya, peneliti juga menemukan instruksi-instruksi dalam resep dan aktivitas didominasi oleh kalimat imperatif sedangkan instruksi dalam permainan menggunakan kalimat imperatif dan deklaratif dengan porsi yang hampir sama. Hal ini dikarenakan instruksi-instruksi memasak dan aktivitas menyampaikan instruksi dengan tegas sedangkan instruksi-instruksi dalam permainan menyampaikan instruksi dengan menawarkan usul dan menjelaskan peraturan-peraturan dalam permainan.

Keywords: sentence patterns, imperative, declarative