

## ABSTRACT

Yusila, Elsa Silviana. 2017. *The Use of Picture Game to Improve Students' Writing Ability at X-IPA1 of MA Miftahul Ulum Suren in The 2016/2017 Academic Year*. Thesis. English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisors: (1) Henri Fatkurochman, M. Hum (2) Taufik Hidayah, S. Pd, M.TESOL

**Key words:** Students' writing ability, Picture Game.

The research's background was because *writing* is considered as the most challenging among the fourth skills (listening, reading, speaking and writing). Besides, the learning method that teacher used also affected on the students' writing ability. Therefore, doing a research entitled "The Use of Picture Game to Improve Students' Writing Ability" is important.

In this research, the problems are : "How can the use of Picture game improve students' writing ability of X-IPA1 of MA Miftahul Ulum Suren in 2016/2017 academic year?" and the objectives of the research referring to the research problem is to find out how Picture game can improve the students' writing ability. Based on the research problem and the relevant theory, the hypothesis of this research is described as follows: The use of Picture game can improve writing ability of X-IPA1 of MA Miftahul Ulum Suren in the 2016/2017 academic year. The design of this research is classroom action research. The research subject is the tenth grade students consisting of 30 students. The instruments used are writing test and observation checklist. In order to analyze the data students' writing score, percentage formula is used.

The result of this research can be seen based on the observations' checklist and the students' score in doing writing test given by the researcher. For students' activeness has been increased from 48% to 62%, meanwhile the students' score who got  $\geq 70$  in writing test also improved from 60% to 73,3%. This research also proves that the use of picture game can improve students' writing ability in three aspects, i.e. vocabulary, grammar, and organization.

Based on the research result, it can be concluded that the use of picture game is able to improve the students' writing ability by implementing *story reconstruction* during teaching and learning process. So that the students able to write a narrative text by considering of *structure text* and *vocabulary*, then their writing was written in *orderly* and *clearly* organization. And also it made the students easier to write a chronologically writing and can express what they are thinking in their mind into the text.