

## ABSTRACT

Yuniratri, Nandu Okta. 2025. *An Analysis of Students' English Tenses Mastery using the Wheel of Grammar Game*. Thesis. English Language Education Program, Faculty of Teacher Training and Education, Universitas Muhammadiyah Jember. Advisor: (1) Dr. Indri Astutik, M.Pd. (2) Kristi Nuraini, M.Pd

**Key Words:** Wheel of Grammar Game, English Tenses Mastery, Descriptive Research Design

This study employed a descriptive research design to describe the implementation of the Wheel of Grammar Game and students' English tenses mastery in classroom learning. The research was conducted at MAN 2 Jember and involved one eleventh-grade class consisting of 31 students. The Wheel of Grammar Game was applied as a classroom learning activity to support the teaching of four English tenses: simple present, present continuous, simple past, and past continuous.

The data were collected through classroom observation and a grammar test administered in the form of a pre-test and a post-test. Classroom observation was used to describe the learning process during the implementation of the Wheel of Grammar Game, while the test results were used to describe students' English tenses mastery before and after the learning activities. The data were analysed descriptively using mean scores and narrative explanation.

The findings indicated that the learning process using the Wheel of Grammar Game encouraged students' participation and created a more interactive classroom atmosphere. In addition, the post-test mean score was higher than the pre-test mean score, indicating a tendency toward better understanding of English tenses after students participated in the learning activities. The results of this study are limited to describing learning tendencies within a short-term instructional period and do not aim to establish causal relationships. Therefore, this study provides a descriptive overview of the use of the Wheel of Grammar Game in teaching English tenses.