

ABSTRACT

Trio Rhoma Budianto. 2018. *The Use of Spelling Bee Game To Improve Students Mastery on English Tenses And Active Participation At Tokdamiyah School Narathiwat, Southern Thailand In the 2017/2018 Academic Year*. Thesis. The English Education Program, Faculty of Teacher Training and Education, Universitas Muhammadiyah Jember. Advisor. (1) Dr. Hanafi (2) Indri Astutik, M, pd.

Key Words: Spelling Bee Game and Mastery on English Tenses

Understanding tenses is one of the most important skills for English learners that should be improved. Understanding Tenses is the way a student understands tenses to get information. In this research the problem are How can the use of Spelling Bee game improve the students' mastery on English tenses of Tokdamiyah school Narathiwat, Southern Thailand in the 2017/2018 academic year and How can the use of Spelling bee game improve the students' active participation of Tokdamiyah school Narathiwat, Southern Thailand in the 2017/2018 academic year.

The purposes of this research to know how Spelling bee game can improve the students' mastery on English tenses at Tokdamiyah school Narathiwat, Southern Thailand in the 2017/2018 academic year and To know how Spelling Bee game can improve students active participation at Tokdamiyah school Narathiwat, Southern Thailand in the 2017/2018 academic year.

The hypotheses is the use of Spelling bee game can improve the students' mastery on English tenses at Tokdamiyah school Narathiwat, Southern Thailand in the 2017/2018 academic year and Spelling bee game can also improve the students' active participation at Tokdamiyah school Narathiwat, Southern Thailand in the 2017/2018 academic year.

The design of the research is classroom action research. The research subject were the Mathayom 4 at Tokdamiyah school Narathiwat Southern Thailand. The number of students are 20. The result of the mastery on the English tenses test in cycle 1 showed that 14 students got ≥ 75 , and the percentage score is 70%, and the result of students' active participation in cycle 1 is 70% in the first meeting, and the percentage of the students who are active in the second meeting is 75%. It means the result of the research was not achieved the target. The researcher continued in the cycle 2 to fix the problem in previous cycle. In the cycle 2 there are 16 students who got ≥ 75 , and the percentage of students Mastery on English tenses was 80%, while the percentage of students' active participation in cycle 2 was 75 % in the first meeting, and the percentage of the students who were active in the second meeting was 85%. It means that the target is achieved, and the students' understanding and active in cycle 2. Spelling Bee Game can improve the students tenses mastery test in teaching and learning process.

Based on the result, it can be concluded that Spelling Bee game can improve the Mathayom 4 students' mastery on English tenses and could improve students' active participation in teaching and learning mastery tenses process at Tokdamiah school Narathiwat Thailand in the 2017/2018 academic year.