

## ABSTRACT

Yusman, Ita Maisita. 2017. *Improving Seventh Grade Students' Listening Skill by Using Simon Says Game at Mts. Miftahul Ulum Grujugan Bondowoso in the 2016/2017 Academic Year*. Thesis. English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisors: (1) Drs. HM. Zaki Hasan, M.Si (2) Anita Fatimatul L, M.Pd.

**Key words:** Students' Listening Skill, Simon Says Game.

Listening is the first skill people acquire before they can speak, read or write. This is because listening is a skill developed in the very beginning child's learning language. Listening is a natural process in acquiring a new language. Through listening, students can recognize and learn the sound system of how to produce English words properly. However, some of the students find listening as one of the problems they face in learning English. Therefore, doing a research entitled "Improving Seventh Grade Students' Listening Skill Using Simon Says Game" is important.

In this research, the problems are "How can the use of Simon says game improve seventh grade students' listening skill at Mts. Miftahul Ulum Grujugan Bondowoso in the 2016/2017 academic year?" and the objectives of the research referring to the research problem is to find out how Simon says game can improve the students' listening skill. Based on the research problem and the relevant theory, the hypothesis of this research is described as follows: Simon says game can improve the seventh grade students' listening skill at Mts. Miftahul Ulum Grujugan Bondowoso in the 2016/2017 academic year.

The design of this research is classroom action research. The research subject is the seventh grade students consisting of 12 students. The instruments used are listening test and observation checklist. In order to analyze the data students' listening score, percentage formula is used.

Based on the result of preliminary study and the minimum standard score requirement, the actions are considered successful if 70% students achieve the target score, that is  $\geq 70$  and 70% students in the seventh grade are actively participated during the teaching and learning process.

The implementation of Simon says game in the class is started by introducing the new vocabularies used and the rules of the game. In the cycle II, it is rearrange by introducing the vocabularies using pictures and also introduce the action verb in order the students understand the instructions in the game and they know what they have to do in the game. Those caused the result of cycle two achieved the criteria of success. The use of Simon says game can improve the percentage of students' score with two cycle, from 50% to 75% for listening skill test and from 41.67% to 79.17% for active participation.

Based on the research result, it can be concluded that Simon says game is able to improve the students' listening skill during teaching and learning process of listening.