

**THE USE OF SCRAMBLE GAME TO INCREASE THE STUDENTS'  
READING SKILL AT THE EIGHT GRADE OF SMP N 1 BALONG  
PONOROGO IN THE ACADEMIC YEAR OF 2014/2015**

**THESIS**

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Ponorogo, February 26<sup>th</sup> 2015

The Writer

## DEDICATION

*This thesis is dedicated to:*

➤ *My beloved mother, my beloved father and my beloved sisters who always love me and pray to my success and happy life...*

➤ *My Lovely*

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*Thanks for your support, suggestion, and motivation...*

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*Thanks for all...*

## MOTTO

*Success is always accompanied with failure*

*Always be yourself and never be anyone else  
even if they look better than you*

## ABSTRACT

**Jannah Nur, Yenni.** 2013. *Use of Scramble Game to Increase the Students' Reading Skill of Narrative Text at the eighth grade of SMP N 1 Balong Ponorogo in the Academic Year of 2014/2015.* Thesis. English Department. Faculty of Teacher Training and Education. Muhammadiyah University of Ponorogo. Advisors: (1) SitiAisyah,M.Pd. (2) Ana Maghfiroh, M.Pd.

**Key Words:** *Scramble Game, Reading Skill, Narrative Text*

Reading is one of the complex ways in learning English. It is kind of activity to comprehend the writer's idea or the way that the writer communicates with the readers by way of the written or printed words. Reading skill as the process or simultaneously extracting and constructing meaning through interaction and involvement with written language. The Technique is Scramble Game. Technique scramble game has two distinct parts, there are the process of reading a story aloud to a group of students and arrange the scramble paragraph to be a good text. The statement of problem of this research is Scramble game increases students' reading skill at the Eighth grade of SMP N 1 Balong Ponorogo in 2014/2015 Academic Year. The purpose of this research is to know the improvement of the students' reading skill at the eighth grade of SMP N 1 Balong Ponorogo in 2014/2015 academic year.

The subject of this research was the students of the eighth grade of SMP N 1 Balong Ponorogo in 2014/2015 academic year which consisted of 20 students. The research was started on January 27<sup>th</sup>, 2015 until February 6<sup>th</sup>, 2015. This research was conducted in two cycles. The writer used three research instruments. There are observation check list, questionnaire, and test.

Based on the result of this research, it was concluded that implementation of scramble game could improve the students' reading skill at the eighth grade of SMP N 1 Balong Ponorogo in 2014/2015 academic year. In cycle I it was known that only 65% who got score above KKM and 45% who got score under KKM. It improved in cycle 2, all students got score greater than English KKM. The students were also more active and they had higher motivation to learn. The result of questionnaire stated that there were some improvements from first questionnaire and second questionnaire. The total of the first questionnaire was 60% and the second questionnaire was 91.88%. So, the result of the second cycle was higher than the first questionnaire. The students were more interesting, enjoying, and getting easier to understand the material. The improvement can be seen from the average of students' score in cycle I was 70.5 and it up to 82.75 in cycle II. The questionnaire result showed that students enjoyed and became active during teaching and learning process.

Finally, the researcher gives suggestion that English teachers can use Scramble Game as alternative strategy in teaching reading. The next researcher can develop this strategy to get better result in teaching and learning process.

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