**ABSTRACT**

**Romadani, Tian Afista.**2014*. The Implementation of Estafet Game to Improve Student’s Ability in Writing Skill at Tenth Grade of MA Muhammadiyah 2 Yanggong Ponorogo in Academic Year of 2013/2014”.* Thesis. English Department of Teacher Training and Education Faculty. Muhammadiyah University of Ponorogo. Advisors: (1) Niken Reti Indriastuti, S.S; (2) Risqi Ekanti Ayuningtyas Palupi, M.Pd.

**Key Words: writing skill, estafet game**

The researcher has some problems in the teaching writing skill at MA Muhammadiyah 2 Yanggong such as students’ mark in writing skill were low because the teacher still use monotonous strategy to teach writing, without gave a suitable method in teaching process. It was make some of student could not understand well. The statement of problems of this research were: 1) Can Estafet Game improve students’ ability in writing skill at MA Muhammadiyah Yanggong in the Academic Year of 2013/2014. 2) How can the Implementation of estafet game improve students’ ability in writing skill at MA Muhammadiyah Yanggong in the Academic Year of 2013/2014. The purposes of the study of this research were: 1) To find out whether the Estafet Game in order to improve the ability in writing skill ofthe tenth grade students of MA Muhammadiyah Yanggong in the Academic Year of 2013/2014. 2) To describe the implementation of Estafet Game in order to improve the ability in writing skill of the tenth grade students of MA Muhammadiyah Yanggong in the Academic Year of 2013/2014.

The subject of this research was the students of the tenth grade class X of MA Muhammadiyah 2 Yanggong in the 2013/2014 academic year, which consisted of 31 students. The research was started on February 15th, 2014 until February 19th, 2014. This classroom action research was conducted in two cycles. The researcher used three research instruments. They were: observation check list, questionnaire, and test.

Based on the result of this research, the implementation Estafet Game could improve the students’ writing skill at the tenth grade of MA Muhammadiyah 2 Yanggong in the academic year of 2013/2014. It was seen from the improvement of students’ score from cycle I to cycle II. The students’ percentage who reached KKM in cycle I was 32.25% up to 100% in cycle II. The questionnaire result showed that the students were interested in this method. It was seen from the total of questionnaire I was 57.83% and questionnaire II was 83.17%. The observation check list result showed that the students became active during teaching learning process. It was seen from the total of observation checklist cycle I was 56.68% up to 95.85% in cycle II.

Finally, the researcher concluded that the implementation of Estafet Game improve the students writing skill at MA Muhammadiyah 2 Yanggong and gives suggestion that English teachers should be creative in choosing strategy based on material and the students should practice to use english in daily activities. This study will be useful for the next researcher who will conduct research about the same case in diferent field of study.