

TEACHING READING SKILLS THROUGH SNAKE LADDER BOARD GAMES

Rizki Widiastuti

rizkiwidiastuti99@gmail.com

Zalva Salsabila Sugihartono Sutikno

Salsabilazalva11@gmail.com

ABSTRACT

The research paper entitled “Teaching Reading Skills Through Snake Ladder Board Games”. It is a Pre-Experimental research conducted at eight grade students of SMP As-Salam Majalaya. The aims of the research is to find out the effectiveness of using snake-ladder board games to improve students reading skill and to find out the student’s response about using snake-ladder board games to improve student’s reading skills in SMP As-Salam Majalaya. The sample of the research is 24 students of VIII-A. the instruments are pre-test, post-test and questionnaires. The results of this study indicate that the t-value is greater than the t-table value (table ($8.169 > 2.069$) so that the Null Hypothesis (H_0) is rejected and the Alternative Hypothesis (H_a) is accepted. It means the snake ladder board games technique improve the students’ reading skills descriptive text in second grade of SMP As-Salam Majalaya. And the result of questionnaire showed that most students’ agreed that using snake ladder board games can improve their reading skills. This also means that they gave positive responses. They like, enjoy, and easier using snake ladder board game

Keyword: reading skills, descriptive text, snake ladder board games.

ABSTRAK

Makalah penelitian ini berjudul “Mengajar Keterampilan Membaca Melalui Permainan Papan ular tangga”. Penelitian ini merupakan penelitian Pra-Eksperimental yang dilakukan pada siswa kelas delapan SMP As-Salam Majalaya. Penelitian ini bertujuan untuk mengetahui efektivitas penggunaan permainan papan ular tangga untuk meningkatkan keterampilan membaca siswa dan mengetahui respon siswa terhadap penggunaan permainan papan ular tangga untuk meningkatkan keterampilan membaca siswa di SMP As-Salam Majalaya. . Sampel penelitian ini adalah 24 siswa kelas VIII-A. Instrumen yang digunakan adalah pre-test, post-test dan kuesioner. Hasil penelitian ini menunjukkan bahwa nilai t hitung lebih besar dari nilai t tabel (tabel ($8,169 > 2,069$) sehingga Hipotesis Null (H_0) ditolak dan Hipotesis Alternatif (H_a) diterima, artinya Teknik permainan papan ular tangga meningkatkan keterampilan membaca teks deskriptif siswa kelas dua SMP

As-Salam Majalaya. Dan hasil kuesioner menunjukkan bahwa sebagian besar siswa setuju bahwa penggunaan permainan papan ular tangga dapat meningkatkan keterampilan membaca mereka. Hal ini juga berarti bahwa Mereka memberikan respon yang positif, mereka menyukai, menikmati, dan lebih mudah menggunakan permainan papan ular tangga

Kata Kunci: kemampuan membaca, teks deskriptif, permainan papan ular tangga.

THE BACKGROUND OF THE RESEARCH

Reading is one of the language skills (listening, writing, speaking). Which is important to be learned and overpowered by every individual. By reading, one can connect with feelings and thoughts, achieve information, and improve the science knowledge. "Reading" is the process of looking at a series of written symbols and appropriating meaning from them.

Based on *Tarigan* (2008) in Firmansyah (2018:8) reading is a process which is done and used by the reader to get a message which is delivered by the writer through written language *Nunan* (2013) in Firmansyah (2018:68) stated that "reading is a fluent process of reader. combining information from a text and their own background knowledge to build meaning.

However, learning reading is not easy task, based on my experience. When doing teaching practicum many students had difficulties in learning reading such struggle to understand the meaning behind words, phrases and other texts, slow reading speed and fluency, and trouble with letter and word recognition. difficulty understanding words and ideas.

Based on the problem mentioned earlier the writer has one way to teach reading such as using snake ladder board game. According to Althoen, (1993) A game is an activity performed by the cooperation or competition of decision makers

trying to reach a goal within a set of rules Rixon. Games are activities that both teachers and students can enjoy. Snakes and Ladders is a classic board game played by 2 or more players on a board of usually 100 squares. The goal of the game is to reach the end of the board by rolling the dice and moving that many squares. In addition, *Saygili* in Rohimah (2019:69) games would render the reading and writing process more fruitful for both teachers and students. It is suggested that the use of games is effective in drawing students' attention. In this paper the researcher is interested using Snake Ladder Board Games to teach reading skills.

Board game according to *Metom (2013)* claimed "The board game has similar concept with snake and ladder game. A board game includes a game board, cards consist of grammar options, movers, a dice, and an answer booklet Board games are not just for fun - they are a fantastic teaching tool that helps children develop important life skills. The use of media based on educational games is also often used.

So, the researcher is interested to develop board game into a learning media that can improve students' motivation. Based on the explanation above the researcher is interested in conducting research entitled "Teaching Reading Skills Through Snake and Ladder Board Games".

RESEARCH QUESTION

Based on the background of the research, the problem of the research can be formulated as follows:

1. Is Using snake-ladder board games effective to teach reading skills in the First Grade of Junior High School?

2. What is the student's response about using snake-ladder board Games to improve student's reading skill?

RESEARCH DESIGN

In this research, the researcher used pre-experimental design that is the one group as pre-test and post-test. According to Sugiyono (2014:111-112) "Pre-Experimental is not the real experiment because there is an external experiment that influence toward the dependent variable".

In this research, the researcher uses on pre-test post-test design. The design is as follows:

O_1	X	O_2
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(Sugiyono,2014:111-112)

Where:

O_1 = Pre-test

O_2 = Post-test

X = Treatment

POPULATION AND SAMPLE

There is the population and sample in the research methodology. The population and sample should be defined before doing the research design. According to Arikunto (2007:108) "population is whole subject a study"

The population of the research is VIII-A grade students of Smp Assalam Majalaya that consist 2 classes (VIII-A, VIII-B). VIII-A class has 24 students, and VIII-B class has 26 students. The total population is 50.

Sample is very important in research, and sample is part of the elements on population. Etikan et al., (2016) mentioned that sample is a part of portion of the whole population. the sample of this research is VIII-A class with 24 students at Smp As-Salam Majalaya.

THE TECHNIQUE OF COLLECTING DATA

In this research, the researcher collected the following research data:

1. Pre-test

The researcher will give a pre-test to the students at the first meeting to find out the students' reading skills at that time and to find out the student's real value before doing the treatment of the use of snake-ladder board game in teaching reading. The researcher gave a test that contained 25 questions and consisted three kinds. The first is multiple choice 8 question. The second is fill the blank answer 6 question. The third is true and false question with 11 question.

2. Post-Test

The researcher will give a post-test to students after being given treatment, to determine students understanding of the material students that have studied. Post test scores will be compared with pre-test scores to see the effectiveness of using snake-ladder board game as technique in teaching reading. The researcher gave a test that contained 25 questions and consisted three kinds. The first is multiple choice 7 questions. The second is fill the blank answer 7 question. The third is true and false question with 11 questions. All of these questions relate to all the material that has been studied when the researcher gives the treatment.

3. Questionnaire

The researcher also uses questionnaire as the research instrument. The questionnaire which is used is closed questionnaire where the respondent just answer yes or no questions or just select the answer provide. The main purpose is to know the students' responses toward reading skills through snake ladder board games.

THE DATA ANALYSIS

1. The Data Analysis of Test

The data obtained from the test will be processed using t-test for Dependent Groups, using formula:

$$\frac{\bar{x}_1 - \bar{x}_2}{\sqrt{\frac{\sum D^2 - \frac{(\sum D)^2}{N}}{N(N-1)}}$$

(Hatch and Farhady, 1982:9)

Where:

$\bar{X}_1$ = The mean of the pre-test scores

$\bar{X}_2$ = The mean of the post-test scores

$\sum D^2$ = The sum of the squares of the differences between the pre-test scores and the post-test scores.

$(\sum D)^2$ = The squares of the sum of the differences the pre-test scores and the post- test scores.

N = The number of pairs of scores.

DF = The degree of freedom

DF = N-1

2. The Data Analysis of Questionnaire

In this research, the researcher used questionnaire to know students 'response toward various game. The questionnaire also has a function to find out the advantages and disadvantages of the method implemented from the student's point of view.

The data analysis on questionnaire is using percentage formula as follow:

$$Q = \frac{P}{R} \times 100$$

where:

Q : Quality of the answer percentage

P : Total of the respondents' answer

R : Total of the respondents 'students

FINDING AND DISCUSSION

Based on the result of the research had done by the research. The pre-test average was 63 and the post-test average was 79.83. that is, this research shows that using snake ladder board game in the teaching of descriptive texts can improve students' reading skills. In other words, after the researcher provides the treatments, students reading skills is in descriptive text is quite good. After

calculating all of the data, the researcher found that derived $t = -8.169$ does exceed the tabled critical value of $t = 2.069$, at $p = 0.05$ with $df = 23$ ($8.169 > 2.069$), H_0 is rejected, and H_a is accepted, stating that there is effective in the students score before and after the treatment through snake ladder board games. The result showed that the use of snake ladder board game for teaching reading descriptive text is effective.

According to the result of the questionnaire, the majority of students responded positively to the use of snake ladder board game technique to improve students' reading skills of descriptive text. It might be proven by the questionnaire results. Out of total of 24 students, 19 of the students answered that they enjoy learning descriptive text using snake ladder board games, and 19 students agree that using snake ladder board game technique can improve their reading skills, especially when reading descriptive text. These findings show that students respond positively to the use of the snake ladder board game technique in teaching reading skills especially in descriptive text.

CONCLUSION AND SUGGESTION

After conducting the research, the researcher can describe snake ladder board games technique is one of the technique that can be used in teaching reading skills. After finishing this study, the researcher described the conclusions as follows:

The use of snake ladder board games in teaching reading skills at the second grade of junior high school is effective. Based on the questionnaire result it can be concluded that the students gave positive response. and the result of using

snake ladder board games in teaching reading skills can improve students's reading skills especially in descriptive text.

The conclusion from the result of this research that showed where using Snake Ladder Board Games is effective to teach reading skills in the second grade of junior high school.

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