

**MAKE A MATCH GAME AS A STRATEGY IN  
LEARNING ENGLISH DESCRIPTIVE TEXT FOR  
SEVENTH GRADE JUNIOR HIGH SCHOOL**

**A THESIS**

Submitted in Partial Fulfillment of the Requirement for the Degree  
of *Sarjana Pendidikan* in English Education



By:

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K.H. ABDURRAHMAN WAHID PEKALONGAN  
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Menyatakan bahwa yang tertulis dalam skripsi yang berjudul "***Make a Match game as a Strategy In Learning English Descriptive Text For Seventh Grade Junior High School***" ini benar-benar karya saya sendiri, bukan jiplakan dari karya orang lain atau pengutipan yang melanggar etika keilmuan yang berlaku, baik sebagian atau seluruhnya. Pendapat atau temuan orang lain yang terdapat dalam skripsi ini dikutip berdasarkan kode etik ilmiah. Apabila skripsi ini terbukti di temukan pelanggaran terhadap etik keilmuan, maka saya secara pribadi bersedia menerima sanksi hukum yang dijatuhkan. Demikian pernyataan ini, saya buat dengan sebenar-benarnya.

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Saya menilai bahwa naskah skripsi tersebut sudah dapat diajukan kepada Fakultas Tarbiyah dan Ilmu Keguruan UIN K.H. Abdurrahman Wahid Pekalongan untuk diajukan dalam sidang munaqasyah.

Demikian nota pembimbing ini dibuat untuk digunakan sebagaimana mestinya. Atas perhatiannya, disampaikan terima kasih.

*Wassalamu 'alaikum Wr.Wb.*

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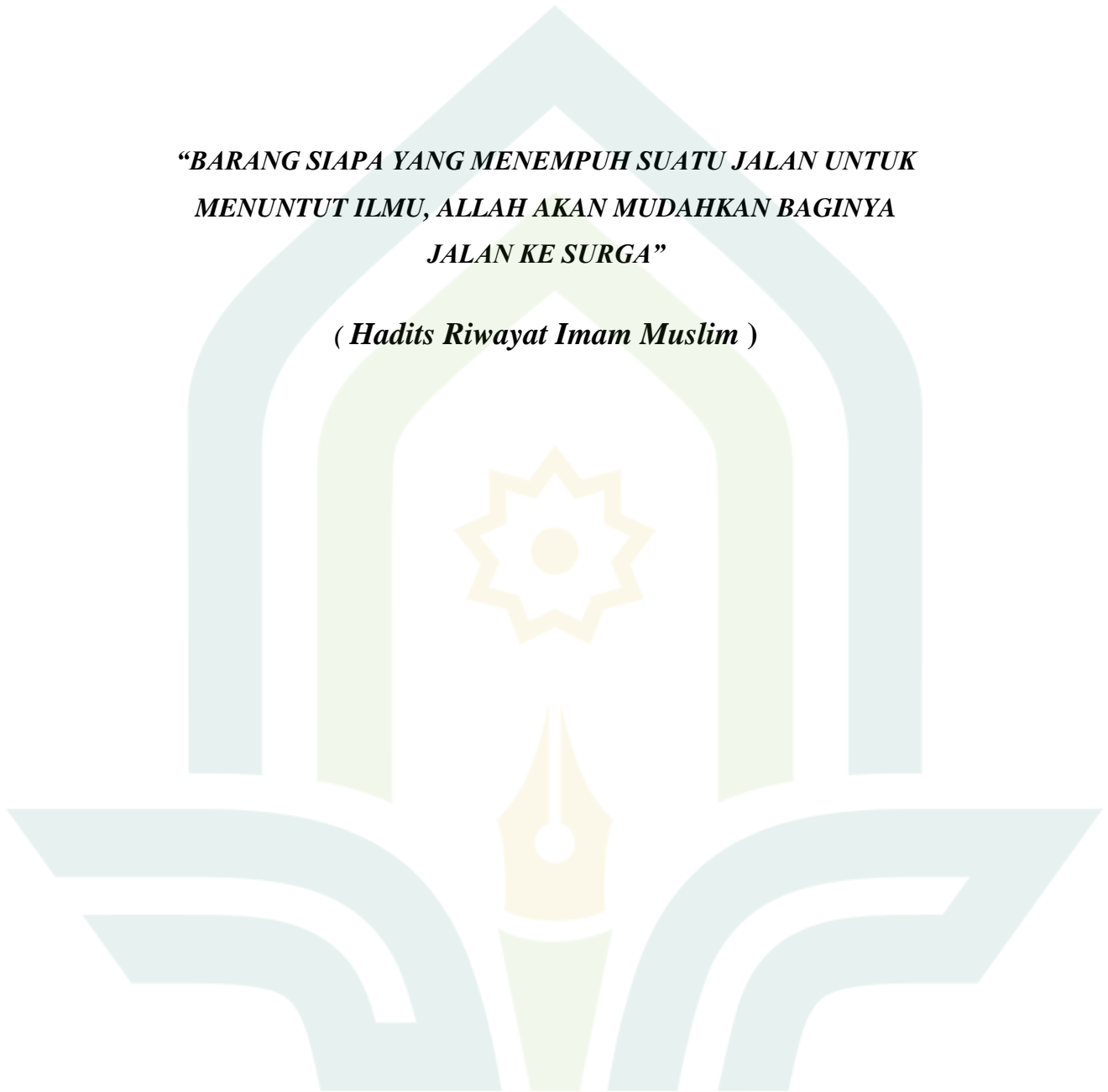
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6. Beginning.
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**MOTTO**

***“BARANG SIAPA YANG MENEMPUH SUATU JALAN UNTUK  
MENUNTUT ILMU, ALLAH AKAN MUDAHKAN BAGINYA  
JALAN KE SURGA”***

***( Hadits Riwayat Imam Muslim )***



## ABSTRAK

Tujuan penelitian ini untuk menggambarkan bagaimana pengimplementasian, kelebihan dan kekurangan *Make a Match game* sebagai strategi dalam pembelajaran Bahasa Inggris teks descriptive pada kelas tujuh Sekolah Menengah Pertama. Penelitian ini dilatarbelakangi kurangnya keaktifan dan motivasi pada siswa pada proses pembelajaran. Jenis penelitian yang digunakan adalah study kasus dengan pendekatan kualitatif. Adapun objek dalam penelitian ini yaitu 5 siswa kelas tujuh dan 1 guru Bahasa Inggris. Teknik pengumpulan data dalam penelitian ini menggunakan teknik lembar observasi dan wawancara yang hasil penelitiannya dianalisis menggunakan Thematic Analysis. Berdasarkan hasil penelitian *Make a Match game* dapat meningkatkan semangat belajar siswa, aktif dalam pembelajaran dan meningkatkan motivasi belajar siswa. Hal ini dapat disimpulkan bahwa *Make a Match game* efektif sebagai strategi pembelajaran Bahasa Inggris teks descriptive.

*Kata kunci : Make a Match, Bahasa Inggris, Teks Descriptive, Junior High School.*



## ABSTRACT

This study aims to describe how to implement, the advantages and disadvantages of *the Make a Match game* as a strategy in learning English Descriptive Text in Seventh Grade Junior High School. This research was motivated by a lack of activity and motivation among students in the learning process. The research used a case study with a quantitative approach. The participants in this research were 5 students Seventh Grade and 1 English Teacher. Data collection in this research used observation sheet techniques and interviews documentation where the research results were analyzed using Thematic Analysis. Based on the results of the Make a Match, it increases students' enthusiasm for learning, active in learning, and increase motivation. It can be concluded that using *Make a Match game* was effective as a strategy in learning English Descriptive Text.

*Keywords: Make a Match, English Descriptive Text, Junior High School.*

## PREFACE

Alhamdulillah, all praise be to Allah who has allowed me to complete this thesis. Hopefully this thesis can provide benefits for all readers. This thesis focuses on *Make a Match* as a strategy in learning English Descriptive Text. The phenomenon of students lacking enthusiasm and losing motivation in learning English Descriptive Text occurs because the strategies used were less effective. As an English learner, the researcher was interested in choosing this topic because the author wanted to provide a teacher reference for learning English.

The researcher tries to illustrate how to implement Make a Match in learning English descriptive text as well as the advantages and disadvantages of the Make a Match game strategy. For All the readers if you find mistakes in my thesis it might be from the writing accurateness, unclear sources of quotes or others, do not be doubt to notice me. Thank you.

Pekalongan, 20 March 2024

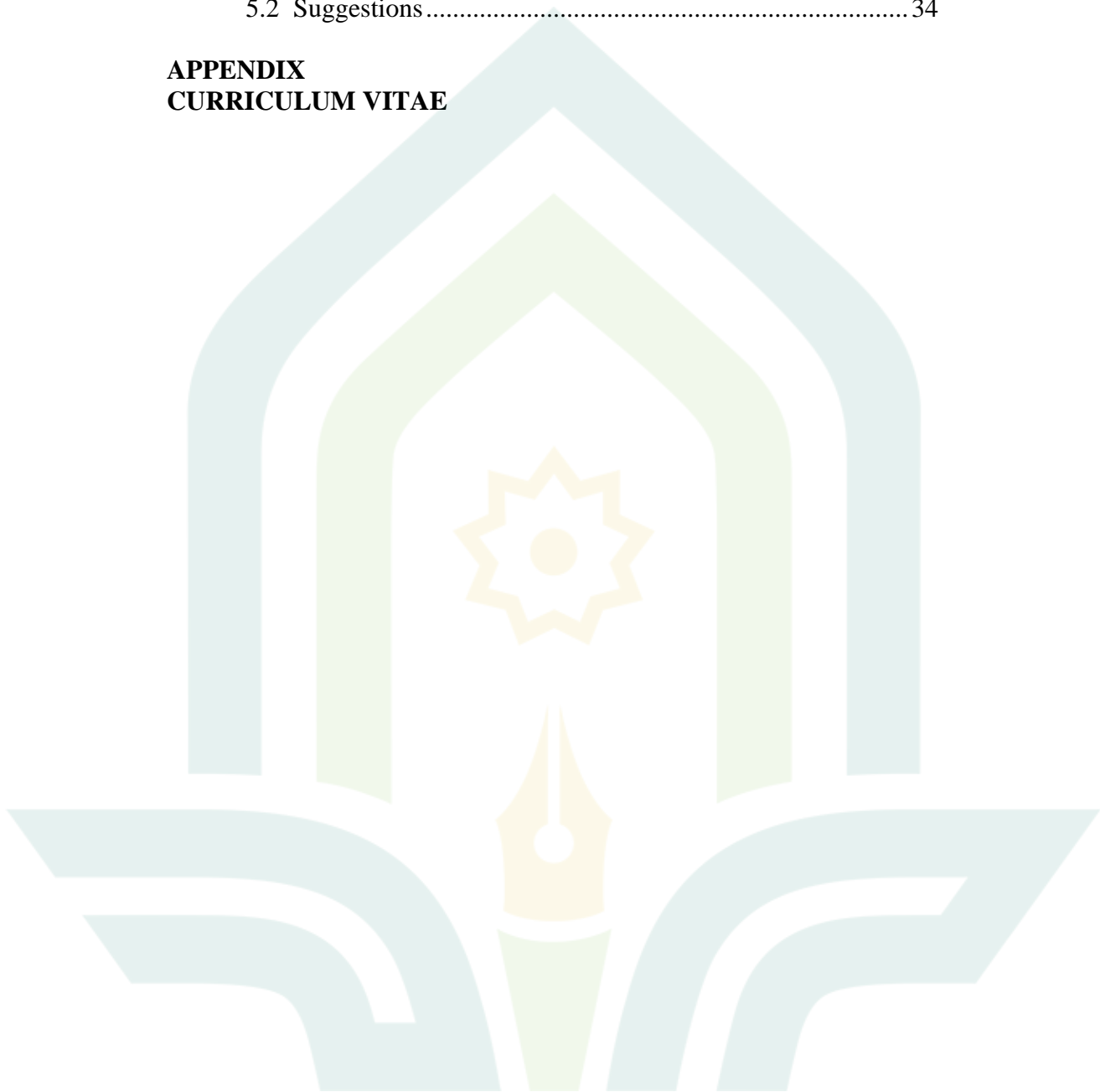
The Researcher

## TABLE OF CONTENTS

<b>HALAMAN JUDUL</b> .....	<b>i</b>
<b>SURAT PERNYATAAN</b> .....	<b>ii</b>
<b>NOTA PEMBIMBING</b> .....	<b>iii</b>
<b>APPROVAL SHEET</b> .....	<b>iv</b>
<b>ACKNOWLEDGEMENT</b> .....	<b>v</b>
<b>MOTTO</b> .....	<b>vi</b>
<b>ABSTRAK</b> .....	<b>vii</b>
<b>ABSTRACT</b> .....	<b>viii</b>
<b>PREFACE</b> .....	<b>ix</b>
<b>TABLE OF CONTENTS</b> .....	<b>x</b>
<b>CHAPTER I INTRODUCTION</b> .....	<b>1</b>
1.1 Background of the Research .....	1
1.2 Identification of Problem .....	3
1.3 Formulation of the Problem .....	3
1.4 Aims of the Study .....	3
1.5 Significance of the Research.....	4
<b>CHAPTER I©I THEORETICAL REVIEW</b> .....	<b>5</b>
2.1 Literatur Review .....	5
2.1.1 English Descriptive Text .....	5
2.1.2 <i>Make A Match Game</i> in Learning Descriptive Text...7	
2.1.3 Advantage and Disavantage Using <i>Make A Match Games</i> in.....	9
2.2 Previous Studies.....	10
2.3 Conceptual Framework .....	12
<b>CHAPTER III METHODOLOGY</b> .....	<b>13</b>
3.1 Research Design .....	13
3.2 Setting and Participants .....	13
3.3 Data Collection .....	14
3.4 Data Analysis.....	14
<b>CHAPTER IV FINDINGS AND DISCCUSION</b> .....	<b>16</b>
4.1 Findings .....	16
4.3 Discussion.....	28

<b>BAB V CONCLUSION AND SUGGESTION .....</b>	<b>34</b>
5.1 Conclusion.....	34
5.2 Suggestions.....	34

**APPENDIX  
CURRICULUM VITAE**



# CHAPTER I INTRODUCTION

## 1.1 Background of the Research

Learning English requires interesting and varied learning methods such as games, simulations, or use of multimedia, which can increase student motivation and participation in learning English. This was because learning English is considered difficult and boring, and students are often not interested in learning. Learning English is the process of mastering foreign language skills contextually according to the context, conditions, and situations of students. Currently, English is considered a compulsory subject in the curriculum of education from elementary to tertiary education. In the context of learning English, one type of text that was often studied in seventh grade junior high school was descriptive text. (Harmer (2007)

Atmazaki in Lusita and Emidar ( 2019), defines descriptive text as a narrative that describes an object, namely places, things, animals, and people. Readers are made to see, hear, and feel everything the author describes. Descriptive text is a text that describes something with a narrative without inserting the personal opinion of the author. Description text has characteristics in which there is identification, containing paragraphs that identify the object to be described, and the description describes object details. Grammatical features use the simple present tense and action verbs as well as adjectives.

According to Chen and Hu (2019) students often have difficulty identifying relevant information in descriptive texts, organizing appropriate sentence structures, and using appropriate vocabulary. This can lead to boredom and a loss of interest in learning English. With the appropriate strategy, learning descriptive text can be effective and attract students' interest. Teachers play an important role in choosing strategies for appropriate for various situations and conditions.

As Abdul Majid (2013), said a learning strategy was a plan or action in which there is a model used by the teacher in conveying material to students. In choosing the right learning model, teacher must appropriate to the conditions, their characteristics, the teaching materials, the availability of class media facilities, and the situation. Teachers need to continue to innovate so that students can be active in the learning process. One of them is by innovating learning methods that can help students feel happy, which is usually called the learning while playing model, namely cooperative learning by matching pictures with the correct sentences or answers (Make a Match).

Lorna Curran (1994), Make A Match was a form of learning that can increase interaction and liveliness in finding or matching pictures with the correct answer at the right time, as instructed by the teacher. Make a Match motivates students who were previously passive to became active in a lesson. Thus, Make a Match trains students to interact, think fast, and learn in a fun way.

Using Make a Match students be more actively, interested in learning English, especially descriptive text. Make a Match was an active learning model packed with fun learning activities like playing games which made students enjoy learning. Therefore, Make a Match was very suitable to be used as a strategy for the descriptive text learning model. ( Sundari, 2017).

The researcher conducted on April 8 2023, it was find that there was a lack of enthusiasm, motivation, interest, learning English makes students difficult and boring, during learning English Descriptive Text in Seventh Grade Junior High School. The researcher chose topic research because could help teacher in learning strategies and references for teaching English in class VII. Therefore, the teacher needed learning strategies to increase enthusiasm students' and motivation in learning English, especially in descriptive texts. The researcher explore more depth *Make A Match Game* in learning as a learning strategy. This research has a gap with previous research because in this research, apart from examining how to implement the *Make a Match games* in learning English Descriptive Text, it also

examines the advantages and disadvantages of the *Make a Match Game*. This research was expected to be used as a reference for teachers in learning English descriptive text.

## 1.2 Identification of Problem

Based on the background of the study above, there are several problems, namely :

1. Lack of motivation and enthusiasm for learning English in the seventh grade of Junior High School
2. Requires new strategies in learning descriptive texts in seventh grade Junior High School

Limitation of the Study  
This research was limited in scope to examine in depth the implementation of *Make a Match* games as a Strategy in Learning English Descriptive Text ,advantages and disadvantages *Make a Match* games as a Strategy in learning English Descriptive Text for seventh grade Junior High School. This research data was collected by observation, interviews and documentation.

## 1.3 Formulation of the Problem

This research be conducted to answer questions about:

1. How does the teacher implement of *Make a Match* games as a Strategy in Learning English Descriptive Text?
2. What are the advantages and disadvantages of *Make a Match games* as a Strategy in learning English Descriptive Text?

## 1.4 Aims of the Study

This study has two goals, they are :

1. To describe how the teacher implement *Make a Match games* as a strategy in learning English descriptive text.
2. To describe the advantages and disadvantages of *Make a Match games* as a strategy in learning English descriptive text.

### 1.5 Significance of the Research

1. **Theoretical:** This research provides Komalasari's theory and support theory related to Make a Match game as a strategy in learning English descriptive text.
2. **Empirical:** The study provide empirical of strategy teaching and learning descriptive text by Make a Match games.
3. **Practical:** The study provides information for readers about Make a Match games as a Strategy in Learning English Descriptive Text.





## CHAPTER V

### CONCLUSION AND SUGGESTION

#### 5.1 Conclusion

Learning English descriptive text using conventional strategy make students lacking enthusiasm and losing motivation in learning English Descriptive Text occurs because the strategies used were less effective. *Make A Match game* can improve students' understanding of the material, increase critical thinking and students' learning motivation. This was because in classroom learning the teacher invites students to think critically by playing pairs of cards, students are given cards after that students have to think about answers or questions from the cards they hold, then students have to look for pairs of cards that match the cards.

*Make a Match game* creates a teaching style that suits students' needs, was relaxed and packed with fun games so that a comfortable learning atmosphere is created and students are more enthusiastic about learning by using the *Make A Make game*. *Make a Match game* also can increase student activity and increase student learning motivation. This was because using the *Make a Match game* makes learning in class feel fun, relaxed and creates good interactions. However, apart from having many advantages *Make a Match* also has many disadvantages of implement *Make a Match*. It takes a long time to prepare the cards to be used in the *Make a Match game*, it makes the class crowded, students become panicked and afraid. This was due to the use of the *Make a Match game* requires students to find pairs of cards as quickly as possible and requires students to understand the material being taught before playing the *Make a Match game*.

#### 5.2 Suggestions

From the research results, the implementation of the *Make a Match game* was helpful in learning English and effective, the author has several suggestions related to the discussion in this research,

which are as follows: *Make a Match game* can be used for all classes, especially in English learning. It can help students learn English and increase student motivation strategies to achieve learning goals in class. Before learning, an ice breaker is given so that students are not lazy or they are given motivation to raise students' enthusiasm for learning.



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