

ABSTRACT

Nurpadilla, 2024.“Using the Monopoly Game for Teaching Tenses for the Eight-grade Students in SMP Negeri 3 Angkona” Thesis of the English Language Education Study Program, Faculty of Tarbiyah and Teacher Training, State Islamic Institute (IAIN) Palopo. Supervised by Magfirah Thayyib and Andi Tenri SannaSyam.

This study aims to determine the learning method using weather monopoly game significantly improves the grammar achievement of students of class VII SMPN 3 Angkona. The research use the experimental design method with a pre-test, treatment and a post-test. The population of the research class II students at SMPN 3 Angkona for the 2024 academic year, consisting of 27 students in one class as the sample used by researchers. This research found that the average score for student' tenses on the post-test was 78.73 (good), higher than the pre-test, namely 41.45 (bad). The result shown show that the post-test result after being given treatment are much higher than the pre-test result. Sig value, (2-tailed) of $0.000 < 0.05$ which means the null hypothesis (H_0) is rejected. Then, the alternative hypothesis (H_1) is accepted that the use of monopoly games in teaching is effective in improving students' tenses skillin second grade at SMP Negeri 3 Angkona.

Keywords: English teaching, monopoly game, Tenses.