

PREFACE

All praise be to Allah swt., through His grace and mercy, the author has completed this thesis entitled “The Use of Board Games as a Learning Tool in Teaching Grammar at Junior High School” This thesis is presented in partial fulfilment of the requirements for the Sarjana Pendidikan degree at the English Education Department, Faculty of Educational Sciences and Teachers’ Training, Siliwangi University.

This thesis revealed the use of board game as a learning tool in teaching grammar at junior high school. The first chapter contains background information that reveals the gap, problem formulation, research significance, and research objectives that present a broad explanation of the study. The second chapter provides a brief of the theory of grammar, constructivism, game-based learning, board game, and teaching grammar using board games that support the study. The third chapter provides the research method, research focus, setting and participants, data analysis techniques, research steps, and the time and place of the study. The fourth chapter explains the results and discussion on how board games can improve students’ grammar skills. The last chapter contains conclusions from the data findings as well as suggestions for future research on the use of board game as a learning tool in teaching grammar at junior high school.

The researcher acknowledges that this thesis still has several limitations. In addition, the author welcomes suggestions and feedback from the readers in order to improve this research. Hopefully, this research will be beneficial for both the author and readers.

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