ABSTRACT


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The problem in this research is the lack of the listening ability of the student in VIII grade SMPN Satu Atap 1 Tegineneng. The purpose of this research are to develop (1) Lesson plan whit using the development model of the game. (2) The implementation of the development model of the game in teaching learning process. (3) The assessment system in learning process uses the development model of the game. (4) The students listening ability of the VIII grade of the SMPN Satu Atap 1 Tegineneng with using the development model of the game.

The research method used is classroom action research. The objek in this research are the student of VIII grade. This research divided into two stages. In stage 1, Thursday, 17 Sep 2015 the game played by each student, the approachment taken are self confident, asking, an authentic assessment. In stage II, Wednesday, 30 Sep 2015 The game played in a group, the approachment taken with developing coorperation between friends, asking, and authentic assessment. The data collected through observation and test. The data analyzed with using qualitative and quantitative method based on the classroom action reseach principal.

The result of this research shows the improvement in process and result of education learning. Through the development model all the games, in each stage is enough. Stage I is good, stage II is better. The improvement in listening ability through the development model all the games in preliminary research is 65,17 stage I became 68,29 stage II became 74,46

Keyword: Listening ability, news, model of the game