

**THEMATIC ROLES ANALYSIS OF SENTENCES IN THE
TIME FOR KIDS ONLINE MAGAZINE**



**Submitted as a Partial Fulfillment of the Requirements
for Getting Bachelor Degree of Education
in English Department**

**By:
ALVIANTI IGA MEITASARI
A320140144**

**DEPARTMENT OF ENGLISH EDUCATION
SCHOOL OF TEACHER TRAINING AND EDUCATION
UNIVERSITAS MUHAMMADIYAH SURAKARTA**

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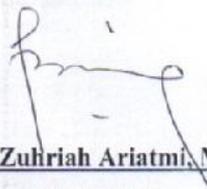
By:

Alvianti Iga Meitasari

A320140144

Approved to be examined by Consultant
School of Teacher Training and Education
Muhammadiyah University of Surakarta

Consultant



Dra. Siti Zuhriah Ariatmi, M. Hum.

NIK. 225

ACCEPTANCE
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PUBLICATION ARTICLE

Written by:

A320140144

Alviani Iga Meitasari

Accepted by:

The Board by Examiners of School of Teacher Training and Education
Muhammadiyah University of Surakarta

The Board of Examiners:

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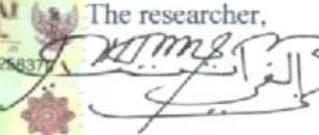
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The researcher,


Alvianti Iga Meitasari

A320140144

THEMATIC ROLES ANALYSIS OF SENTENCES IN THE *TIME FOR KIDS* ONLINE MAGAZINE

Abstrak

Semantik adalah cabang linguistik yang mempelajari tentang makna dalam bahasa manusia yang mempelajari kata-kata, frasa, dan kalimat. Ada beberapa cara yang dapat digunakan untuk mengidentifikasi arti kata dan kalimat. Salah satunya adalah thematic roles. Thematic roles adalah konsep untuk mengkategorikan peran yang dimainkan di setiap NP, yang dapat diimplementasikan dalam kalimat deklaratif sederhana yang dapat ditemukan di majalah online Time for Kids yang diterbitkan pada Januari - April 2018 berdasarkan Teori dari O'Grady, Kearns Frawley, dan Saeed. Selain itu, penelitian ini juga menganalisis pola kalimat deklaratif sederhana berdasarkan teori Frawley dan Saeed. Jenis penelitian ini adalah penelitian deskriptif kualitatif. Hasil penelitian menunjukkan bahwa (1) ada lima belas peran yang dimainkan oleh NP yaitu agent, theme, patient, goal, source, instrument, beneficiary, experience, stimulus, location, reason, recipient, purpose, associate, dan time yang diklasifikasikan menjadi sembilan yang dimulai oleh agent (79 data / 65, 13%), time (12 data / 9, 97%), experiencer (10 data / 9, 13%), theme (6 data / 4, 98%), location (6 data / 4, 98%), associate (3 data / 2, 49%), patient (2 data / 1, 66%), beneficiary (1 data / 0, 83%) dan instrument (1 data / 0, 83%). (2) ada 71 pola kalimat yang berbeda yang terdiri dari 65 kalimat aktif yang dibagi menjadi sembilan klasifikasi seperti: 1) agent memiliki 35 pola yang berbeda di mana 22 pola dapat dibalik dan 13 pola lainnya tidak dapat dibalik, 2) theme memiliki 3 pola yang berbeda dimana 2 pola dapat dibalik dan 1 pola lainnya tidak dapat dibalik, 3) experiencer memiliki 9 pola yang berbeda dimana 4 pola dapat dibalik dan 5 lainnya tidak dapat dibalik, 4) time memiliki 9 pola yang berbeda dimana 8 pola dapat dibalik dan yang lainnya 1 tidak dapat dibalik, 5) location memiliki 5 pola yang berbeda dimana 3 pola dapat dibalik dan 2 lainnya tidak dapat dibalik, 6) associate memiliki 3 pola yang berbeda dan semua pola-pola tersebut dapat dibalik, 7) patient hanya memiliki 1 pola dan dapat dibalik, 8) beneficiary juga memiliki 1 pola dan dapat dibalik, dan 9) instrument memiliki 1 pola dan juga dapat dibalik. Sementara ada empat kalimat pasif yang dibagi menjadi dua klasifikasi seperti: 1) theme memiliki 3 pola yang berbeda di mana 2 pola dapat dibalik dan yang lainnya 1 tidak dapat dibalik, dan 2) patient hanya memiliki 1 pola dan tidak dapat dibalik.

Kata kunci: *Semantik, thematic roles, pola kalimat deklaratif sederhana, Time for Kids majalah online.*

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Abstract

Semantic is the branch of linguistic that studies about meaning in human language that study of words, phrases, and sentences. There are some ways which can be used to identify the meaning of words and sentences. One of them is thematic roles. Thematic roles is a concept to categorize role played in each NPs, which can be implemented in simple declarative sentence that can be found in the *Time for Kids* online magazine which is published in January – April 2018 based on O’Grady, Kearns Frawley, and Saeed theories. Moreover, this research is also analyses the patterns of the simple declarative sentences based on theory of Frawley and Saeed. The type of this research is descriptive qualitative research. The result of the research shows that (1) there are fifteen role played by the NPs namely agent, theme, patient, goal, source, instrument, beneficiary, experience, stimulus, location, reason, recipient, purpose, associate, and time that are classified into nine which is starting by agent (79 data/65, 13%), time (12 data/9, 97%), experiencer (10 data/9, 13%), theme (6 data/4, 98%), location (6 data/4, 98%), associate (3 data/2, 49%), patient (2 data/1, 66%), beneficiary (1 data/0, 83%) and instrument (1 data/0, 83%). (2) there are 71 different sentence patterns that consist of 65 active sentences that is divided into nine classification such as (1) agent has 35 different patterns of which 22 patterns can be inverted and the other 13 patterns cannot be reversed, (2) theme has 3 different patterns of which 2 patterns can be inverted and the other 1 patterns cannot be reversed, (3) experiencer has 9 different patterns of which 4 patterns can be inverted and the other 5 cannot be reversed, (4) time has 9 different patterns of which 8 patterns can be inverted and the other 1 cannot be reversed, (5) location has 5 different patterns of which 3 patterns can be inverted and the other 2 cannot be reversed, (6) associate has 3 different patterns and all those patterns can be reversed, (7) patient only has 1 pattern and it can be reversed, (8) beneficiary also has 1 pattern and it can be reversed, and (9) instrument has 1 pattern and it also can be reversed. While there are four passive sentences that is divided into two classification such as (1) theme has 3 different pattern of which 2 patterns can be reversed and the other 1 cannot be reversed, and (2) patient only has 1 pattern and it cannot be reversed.

Keywords: *Semantics, Thematic roles, the patterns of simple declarative sentence, Time for Kids online magazine*

1. INTRODUCTION

In linguistic theories, there is a study on meaning in human language that study of words, phrases, and sentences which is called semantics. According to Saeed (1997: 140), semantics is the study of meaning communicated through language. “Linguistic semantics deals with the conventional meaning conveyed by the use of words, phrases, and sentences of a language” (Yule, 2006: 100).

In semantics, there are some ways which can be used to identify the meaning of words and sentences by using instruments such as paraphrase, tree diagram, and thematic roles. According to Flawley (1992: 197), thematic roles are semantic relations that connect entities to events (more particularly, arguments to predicates). “The term thematic role is used to describe the part played by a particular entity in an event” (O’Grady and Dobrovolsky, 1997: 262). O’grady and Archibald (2016: 200) also explained that thematic role is used to categorize the relation between a sentence’s parts and the event that it describes. Thematic role is a concept to categorize role played in each NPs, which can be implemented in simple declarative sentences that can be found in various source materials. Thematic role is also called semantic cases and thematic relations by other linguists. In thematic role, there are some components according to some experts namely agent, patient, theme, goal, source, instrument, beneficiary, experience, stimulus, location, reason, recipient, author, purpose, associate, and time. Simple sentence also can be found in the magazine.

Magazine is one information media, which is created to give information for large audience. Magazine is generally published periodically. It contains various contents such as some issues, fact, and articles with some illustration from various authors. There are two types of magazine namely print magazine that can be read on the paper and electronically magazine or sometimes referred to as an online magazine that can be read online via internet on certain websites. Online magazine usually

is equipped with some features. There are magazines specially is designed for children, teenagers, and for adults.

TIME for Kids magazine is a weekly news online magazine of the United States and it is one of online magazine, which is designed for children that can be read online via internet especially on smart phone. In the meantime, smart phone is becoming commonplace for children to have their own mobile device. Children can access many features on smart phone like *TIME for Kids* online magazine and it can be accessed by children around the world. *TIME for Kids* is a safe and wonderfully eye-opening place for children to hang out online. The site teaches children to be aware of what is going on in the world because reading magazine can make children understand current events and issues that happen around them and it is also help children to build social awareness. *TIME for Kids* online magazine is equipped with many sections such as *United States, World, Science, Technology, Health and Fitness, Arts and Culture, Newsmaker, and Opinion*. It can not only inspire children to take an active part in making the world a better place, but also can help children to add English vocabularies that do not use English as their native language.

One thing that always makes children interested in reading *TIME for Kids* online magazine is that all sentences are made in short and simple form, so children can easily understand what they read while thematic roles can also be implemented in those short sentences based on O'Grady, Kearns, Frawley, and Saeed theories.

Based on the phenomena above, the researcher is conducting to analyze thematic role use in sentences in the *TIME for Kids* online magazine under the title of **THEMATIC ROLES ANALYSIS OF SENTENCES IN THE *TIME FOR KIDS* ONLINE MAGAZINE.**

2. RESEARCH METHOD

This research is qualitative analysis because the researcher of this research will attempt to describe the roles played by the NPs in the simple

declarative sentences and the patterns of the simple declarative sentences found in the *TIME for Kids* online magazine that are presented in the form of words, phrases, and sentences. The object of the research is thematic roles use in sentences in the *TIME for Kids* online magazine. The data of this research are simple declarative sentences found in the *TIME for Kids* online magazine. Therefore the data sources of this research are taken from *TIME for Kids* online magazine especially in the “*World*” section for 5-6 grade level, which is published in January-April 2018. Furthermore, for the method of collecting data the researcher used documentation and observation. The researcher read online the *TIME for Kids* magazine by via internet on websites that was published in January-April 2018 and only focused the “*World*” section for 5-6 grade level which had various topics to read. Then, The researcher selected the data that will be analyzed which contain the roles played by the NPs in the simple declarative sentences and the patterns of the simple declarative sentences found in the *TIME for Kids* online magazine. Next, the researcher collected the data that had selected to describe the roles played by the NPs in the simple declarative sentences and its rules and the patterns of the simple declarative sentences found in the articles. The last, the researcher gave the code to the data that would be used to make it easier to analyze. For method of analyzing data the researcher uses the theories of O’Grady (1997), Kearns (2002), Frawley (1992), and Saeed (1997). The researcher describes the roles played by the NPs in the simple declarative sentences then finding the rules of thematic roles in its articles by referring to the theory of O’Grady (1997), Kearns (2002), Frawley (1992), and Saeed (1997), then describes the patterns of the simple declarative sentences found in every sentence in its articles by referring to the theory of Frawley (1992), and Saeed (1997), and the last draws the conclusion based on O’Grady, Kearns, Frawley, and Saeed theories.

3. FINDINGS AND DISCUSSION

In this part, the researcher will present the finding which are followed by the discussion to answer the problem statements by using the table.

Table 1. The rules of thematic roles

No.	The roles played by the NPs	Data Number	Amount	Percentage (%)
1.	Agent Role:			
	1) Agent	12, 25, 102, 103	4	3.33%
	2) Agent – Theme	07, 21, 28, 29, 37, 38, 48, 65, 71	9	7.50%
	3) Agent – Patient	49, 68	2	1.66%
	4) Agent – Goal	05, 22, 110	3	2.50%
	5) Agent – Location	01, 02, 23, 44, 79, 86, 88, 90, 108, 117	10	8.33%
	6) Agent – Associate	18, 119, 24, 45, 52, 72, 73, 105	8	6.66%
	7) Agent – Source	33	1	0.83%
	8) Agent – Purpose	60	1	0.83%
	9) Agent – Theme – Patient	76	1	0.83%
	10) Agent – Theme – Goal	13, 16	2	1.66%
	11) Agent – Theme – Location	06, 30, 47, 113	4	3.33%
	12) Agent – Theme –	82	1	0.83%

	Location – Purpose			
	13) Agent – Theme – Time	43, 112	2	1.66%
	14) Agent – Theme – Beneficiary	77	1	0.83%
	15) Agent – Theme – Source	08, 46, 80, 81, 85	5	4.16%
	16) Agent – Theme – Purpose	10, 66	2	1.66%
	17) Agent – Theme – Purpose – Associate	54	1	0.83%
	18) Agent – Theme – Purpose – Reason	87	1	0.83%
	19) Agent – Theme – Instrument	20	1	0.83%
	20) Agent – Theme – Instrument – Source	92	1	0.83%
	21) Agent – Theme – Reason – Instrument	93	1	0.83%
	22) Agent – Theme – Purpose – Reason	27	1	0.83%
	23) Agent – Goal – Theme	63	1	0.83%
	24) Agent – Patient – Purpose	67	1	0.83%
	25) Agent – Associate – Goal	35	1	0.83%
	26) Agent – Associate – Location	42, 69, 114	3	2.50%
	27) Agent – Time – Location	89, 104	2	1.66%
	28) Agent – Time –	39	1	0.83%

	location – Location			
	29) Agent – Location – Time	78	1	0.83%
	30) Agent – location – Location	36, 62	2	1.66%
	31) Agent – Location – Time – Associate – Source	41	1	0.83%
	32) Agent – Location – Beneficiary – Theme – Instrument	50	1	0.83%
	33) Agent – beneficiary – Location	17	1	0.83%
	34) Agent – Beneficiary – Purpose	61	1	0.83%
	35) Agent – Beneficiary – Goal – Purpose	57	1	0.83%
	Total		79	65.13%
2.	Theme Role			
	1) Theme – Recipient	118	1	0.83%
	2) Theme – Instrument	53	1	0.83%
	3) Theme – Time	34	1	0.83%
	4) Theme – Purpose	58	1	0.83%
	5) Theme – Location	96	1	0.83%
	6) Theme – Instrument – Goal	75	1	0.83%
	Total		6	4.98%
3.	Experiencer Role			
	1) Experiencer – Reason	03	1	0.83%
	2) Experiencer – Stimulus	19, 97	2	1.66%

	3) Experiencer – Associate	40	1	0.83%
	4) Experiencer – Purpose	55	1	0.83%
	5) Experiencer – Theme – Goal	26	1	0.83%
	6) Experiencer – Theme – Time	70	1	0.83%
	7) Experiencer – Stimulus – Beneficiary	101	1	0.83%
	8) Experiencer – Stimulus – Instrument	14	1	0.83%
	9) Experiencer – Stimulus – Goal – Source	98	1	0.83%
	Total		10	9.13%
4.	Time Role			
	1) Time – Location	107	1	0.83%
	2) Time – Agent – Location	111	1	0.83%
	3) Time – Agent – Source	116	1	0.83%
	4) Time – Agent – Theme	32, 59, 83, 84	4	
	5) Time – Agent – Associate	04	1	0.83%
	6) Time – Agent – Theme – Source	11	1	0.83%
	7) Time – Agent – Theme – Goal – Source	120	1	0.83%
	8) Time – Agent – Theme – Instrument – Time	94	1	0.83%
	9) Time – Agent – Theme – Goal – Location –	51	1	0.83%

	Reason			
	Total		12	9.97%
5.	Location Role:			
	1) Location – Agent – Associate	15	1	0.83%
	2) Location – Agent – Purpose	64	1	0.83%
	3) Location – Agent – theme	115	1	0.83%
	4) Location – Agent – Theme – Source	09, 106	2	1.66%
	5) Location – Agent – Theme – Location	31	1	0.83%
	Total		6	4.98%
6.	Associate Role:			
	1) Associate – Agent – Theme – Location	109	1	0.83%
	2) Associate – Agent – Goal – Time – Purpose	56	1	0.83%
	3) Associate – Associate – Agent – Theme – Goal – Location	100	1	0.83%
	Total		3	2.49%
7.	Patient Role:			
	1) Patient – Purpose	95	1	0.83%
	2) Patient – Purpose – Reason	91	1	0.83%
	Total		2	1.66%
8.	Beneficiary Role:			
	1) Beneficiary – Theme –	99	1	0.83%

	Source – Reason – Goal			
	Total		1	0.83%
9.	Instrument Role:			
	1) Instrument – Theme – Reason	74	1	0.83%
	Total		1	0.83%
	Total		120	100%

Based on the table above there are nine roles played by the NPs that have been found by the researcher in the time online magazine. The roles played that have been found are Agent, Theme, Experiencer, Time, Location, Associate, Patient, Beneficiary, and Instrument where each role has its own rule and different pattern. So the result of the roles played by the NPs in the data are started by agent role which has the most dominant in the data as much as seventy nine data (65, 13%), then second is followed by time role which has twelve data (9, 97%), third is experiencer role which has ten data (9, 13%), fourth is theme and location role which have the same data as many as six data (4, 98%), fifth is associate role which has three data (2, 49%), sixth is patient role which has two data (1, 66)%, and the last is beneficiary and instrument role which also have the same data as many as one data (0, 83%) only. The data that has been analyzed by the researcher is from the *TIME for Kids* online magazine which is published in January-April 2018, and there are one hundred and twenty data. Among the sixteen components (role), there is only one component (role) that has never been found in the data, that is author role.

There have been found different patterns based on active and passive sentences that can be inverted or not as follows:

3.1. Active Sentence

- 1) Agent which has thirty five different patterns such as (1) Agent, (2) Agent – Theme, (3) Agent – Patient, (4) Agent – Goal, (5)

Agent – Location (*inversion*), (6) Agent – Associate, (7) Agent – Source, (8) Agent – Purpose (*inversion*), (9) Agent – Time – Patient, (10) Agent – Theme – Goal (*inversion*), (11) Agent – Theme – Location (*inversion*), (12) Agent – Theme – Location – Purpose (*inversion*), (13) Agent – Theme – Time (*inversion*), (14) Agent – Theme – Beneficiary, (15) Agent – Theme – Source, (16) Agent – Theme – Purpose (*inversion*), (17) Agent – Theme – Purpose – Associate (*inversion*), (18) Agent – Theme – Purpose – Reason (*inversion*), (19) Agent – Theme – Instrument (*inversion*), (20) Agent – Theme – Instrument – Source (*inversion*) , (21) Agent – Theme – Reason – Instrument, (22) Agent – Theme – Purpose – Reason, (23) Agent – Goal – Theme (*inversion*), (24) Agent – Patient – Purpose, (25) Agent – Associate – Goal, (26) Agent – Associate – Location (*inversion*), (27) Agent – Time – Location (*inversion*), (28) Agent – Time – Location – Location (*inversion*), (29) Agent – Location – Time (*inversion*), (30) Agent – Location – Location (*inversion*), (31) Agent – Location – Time – Associate – Source (*inversion*), (32) Agent – Location – Beneficiary – Theme – Instrument (*inversion*), (33) Agent – Beneficiary – Location (*inversion*), (34) Agent – Beneficiary – Purpose (*inversion*), and (35) Agent – Beneficiary – Goal – Purpose (*inversion*).

- 2) Theme which has three different patterns such as (1) Theme – Recipient, (2) Theme – Instrument (*inversion*), and (3) Theme – Time (*inversion*).
- 3) Experiencer which has nine different patterns such as (1) Experiencer – Reason, (2) Experiencer – Stimulus, (3) Experiencer – Associate (*inversion*), (4) Experiencer – Purpose (*inversion*), (5) Experiencer – Theme – Goal, (6) Experiencer – Theme – Time (*inversion*), (7) Experiencer – Stimulus –

Beneficiary, (8) Experiencer – Stimulus – Instrument (*inversion*), and (9) Experiencer – Stimulus – Goal – Source.

- 4) Time which has nine different patterns such as (1) Time – Location (*inversion*), (2) Time – Agent – Location (*inversion*), (3) Time – Agent – Source (*inversion*), (4) Time – Agent – Theme (*inversion*), (5) Time – Agent – Associate (*inversion*), (6) Time – Agent – Theme – Source, (7) Time – Agent – Theme – Goal – Source (*inversion*), (8) Time – Agent – Theme – Instrument – Time (*inversion*), and (9) Time – Agent – Theme – Goal – Location – Reason (*inversion*).
- 5) Location which has five different patterns such as (1) Location – Agent – Associate, (2) Location – Agent – Purpose (*inversion*), (3) Location – Agent – Theme (*inversion*), (4) Location – Agent – Theme – Source, and (5) Location – Agent – Theme – Location (*inversion*).
- 6) Associate which has three different patterns such as (1) Associate – Agent – Theme – Location (*inversion*), (2) Associate – Agent – Goal – Time – Purpose (*inversion*), and (3) Associate – Associate – Agent – theme – Goal – Location (*inversion*).
- 7) Patient which has one pattern only such as Patient – Purpose (*inversion*).
- 8) Beneficiary which has one pattern only such as Beneficiary – Theme – Source – Reason – Goal (*inversion*).
- 9) Instrument which also has one pattern only such as Instrument – Theme – Reason and (*inversion*).

3.2. Passive Sentence

- 1) Theme which has three different patterns such as (1) Theme – Purpose, (2) Theme – Location (*inversion*), and (3) Theme – Instrument – Goal (*inversion*).
- 2) Patient which has one pattern only such as Patient – Purpose – Reason.

By discussing all the findings of data analysis, it can be concluded that the most dominant role in this research is agent which has seventy nine data with the percentage 65, 13%, and the lowest are beneficiary and instrument which have only one data with the same percentage as much as 0, 83%. The researcher also found the various patterns of the simple declarative sentences that consist of one hundred sixteen active sentences and four passive sentences from one hundred twenty two sentences which are found in the *TIME for Kids* online magazine with a total of seventy one different sentence patterns. The sentences that have the active type, it starts with the NP which functions as agent, experience, beneficiary, and so on, but when the sentences are passive type, it starts with the NP which functions as theme, and patient. From that result of the findings discussion, it is related to the *TIME for Kids* magazine itself which is designed for children, therefore the most dominant pattern used is a pattern that starts with the agent and a pattern that has an active sentence instead of passive sentence because children still have a literal mindset which means *who does what*.

4. CONCLUSION

Based on data analysis, there are fifteen role played by the NPs that are found by the researcher in the *TIME for Kids* online magazine which is published on January-April 2018. Those fifteen roles played are namely agent, theme, patient, goal, source, instrument, beneficiary, experiencer, stimulus, location, reason, recipient, purpose, associate, and time that are classified into nine which is starting by agent (79 data/65, 13%), time (12 data/9, 97%), experiencer (10 data/9, 13%), theme (6 data/4, 98%), location (6 data/4, 98%), associate (3 data/2, 49%), patient (2 data/1, 66%), beneficiary (1 data/0, 83%) and instrument (1 data/0, 83%). Moreover after analyzing the patterns of simple declarative sentences in the *TIME for Kids* online magazine, the researcher found the result that there are 71 different sentence patterns that consist of 65 active sentences that is divided

into nine classification such as (1) agent has 35 different patterns of which 22 patterns can be inversed and the other 13 patterns cannot be reversed, (2) theme has 3 different patterns of which 2 patterns can be inversed and the other 1 patterns cannot be reversed, (3) experiencer has 9 different patterns of which 4 patterns can be inversed and the other 5 cannot be reversed, (4) time has 9 different patterns of which 8 patterns can be inversed and the other 1 cannot be reversed, (5) location has 5 different patterns of which 3 patterns can be inversed and the other 2 cannot be reversed, (6) associate has 3 different patterns and all those patterns can be reversed, (7) patient only has 1 pattern and it can be reversed, (8) beneficiary also has 1 pattern and it can be reversed, and (9) instrument has 1 pattern and it also can be reversed. While there are four passive sentences that is divided into two classification such as (1) theme has 3 different pattern of which 2 patterns can be reversed and the other 1 cannot be reversed, and (2) patient only has 1 pattern and it cannot be reversed. This proves that this research is different from previous researches that examined about the roles played by the NPs and the denotative or connotative meaning in the data (Ayuningtyas, 2014), the roles played by the NPs and the hierarchy in the Sindhi language (Veesar, *et al* 2015), the roles played by the NPs and sentential context (Liyaningsih, 2016), the roles played by the NPs and the equivalence found in conversation, etc, because this research is not only analysing about the role played by the NPs in the *TIME for Kids* online magazine is designed for children that mostly use active sentences in article, but also the patterns of simple declarative. So, this research is to complete the previous researches that have not examined the patterns of the simple declarative sentences.

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