

**THE IMPLEMENTATION OF *FLY HIGH AND CATCH ME* GAME IN TEACHING  
READING ACTIVITY FOR THE NINTH GRADE STUDENTS IN SMP ISLAM  
DIPONEGORO SURAKARTA IN THE ACADEMIC YEAR 2018/2019**



**RESEARCH PAPER**

**Submitted as a Partial Fulfillment of The Requirements for Getting Bachelor  
Degree of Education in English Department School of Teaching Training and  
Education**

**by:**

**DINI KHOIRINA**

**A320150010**

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

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**APPROVAL**

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**Proposed by:**

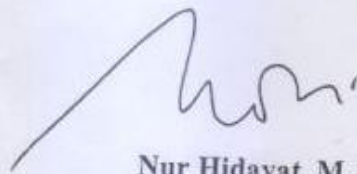
**Dini Khoirina**

**A 320150010**

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

Surakarta July 29, 2019

**Consultant,**



**Nur Hidayat, M. Pd**

**NIK. 771**

ACCEPTANCE

THE IMPLEMENTATION OF *FLY HIGH AND CATCH ME* GAME IN TEACHING  
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By:

DINI KHOIRINA

A320150010

Accepted and Approved by Board Examiners  
School of Teacher Training and Education  
Muhammadiyah University of Surakarta  
on July 2019

Board of Examiners:

1. Nur Hidayat, S.Pd., M.Pd.  
(Exmainer 1)
2. Maully Halwat . H, Ph.D  
(Examiner 2)
3. Dr. Dwi Harjanti, M.Hum  
(Examiner 3)

(*Nur Hidayat*)  
(*Maully Halwat*)  
(*Dr. Dwi Harjanti*)

Dean,



*Joko Prayitno*  
Prof. Dr. H. Joko Prayitno, M.Hum.

IDN.0028046501

## PRONOUNCEMENT

The writer who gives the signature bellow:

Name : DINI KHOIRINA

NIM : A320150010

Study/Program : Department of English Education

Title : THE IMPLEMENTATION OF *FLY HIGH AND CATCH ME* GAME IN TEACHING READING ACTIVITY FOR THE NINTH GRADE STUDENTS IN SMP ISLAM DIPONEGORO SURAKARTA

States that the research paper is absolutely my own work and there is no plagiarism of the previous literary works which have been raised to obtain bachelor degree of a university, except those in which the writing are referred in the manuscript and mentioned in literary review and bibliography. If it is proved that this statement is incorrect, this entirely becomes my responsibility.

Surakarta, July 30<sup>th</sup>, 2019



A320150010

## **MOTTO**

You only have one shot, do not let your chance to blow, this opportunity comes once in a lifetime.

**(Marshall Mathers III)**

## **DEDICATION**

**This research paper is dedicated to**

- 1. My beloved parents**
- 2. My beloved sisters**
- 3. My partner**
- 4. My all friends**

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The writer realizes that this research paper is still far from perfect. Therefore the writer will accept all constructive criticisms and suggestions. Wassalamu'alaikum Warahmatullahi Wabarakatuh.

The Researcher

Dini Khoirina  
NIM A320150010



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**Abstrak**

Penelitian ini bertujuan untuk menentukan hasil implementasi dari penggunaan permainan *Fly High and Catch Me* dalam pengajaran membaca, bagaimana prosedur permainan *Fly High and Catch Me* dalam mengajar kegiatan membaca, masalah yang dihadapi guru dari penerapan permainan tersebut dalam mengajar kegiatan membaca, Bagaimana guru memecahkan masalah yang dihadapinya dari menerapkan permainan tersebut dan tanggapan siswa terhadap penerapan permainan *Fly High dan Catch Me* dalam mengajar kegiatan membaca. Metode yang digunakan dalam penelitian ini adalah penelitian deskripsi kualitatif, dan teknik dalam pengambilan datanya melalui interview dan observasi kelas. Penelitian ini menggunakan teori dari Hadfield (1990) sebagai acuan dalam menemukan dan mengimplementasi hasil dari penggunaan game *Fly High and Catch Me* dalam pengajaran membaca. Berdasarkan analisis data, hasil dari penelitian ini menunjukkan bahwa prosedur penerapan game ini dalam kegiatan mengajar membaca adalah; murid menerbangkan pesawat, murid menerjemahkan teks dan mencari nilai moral dalam cerita, murid mempresentasikan hasil di depan kelas. Masalah yang dihadapi guru dalam menerapkan game ini adalah; beberapa siswa bergantung pada temannya yang lebih pandai dalam mengerjakan tugas, beberapa siswa hanya fokus dengan teks yang mereka dapatkan, beberapa siswa mengabaikan peraturan dari guru. Solusi yang guru lakukan dalam menyelesaikan masalah tersebut adalah; guru membagi tugas untuk kelompok yang bermasalah, guru dengan aktif mengawasi dan mendampingi siswa selama permainan berlangsung, guru memotivasi siswa, guru menekankan pada siswa untuk mencari nilai moral dalam cerita pada permainan ini. Dari penelitian ini, juga ditemukan bahwa tanggapan yang diberikan siswa dalam penerapan permainan *Fly High and Catch Me* pada kegiatan membaca sangat positif.

Kata kunci: Penerapan, permainan, pengajaran membaca

## Abstract

This research aimed to determine the result of the implementation of *Fly High and Catch Me* game in teaching reading activity. The procedure of *Fly High and Catch Me* game in teaching reading activity, the problems that the teacher faced from applying the game in teaching reading activity, the solutions that the teacher had to solve the problems, and the students' responses towards the implementation of *Fly High and Catch Me* game in teaching reading activity. The method that was used in this research was descriptive qualitative, and the technique of collecting data was from interview and classroom observation. This research used the theory from Hadfield (1990) as the reference in finding and implementing the result of the implementation of *Fly High and Catch Me* game in teaching reading activity. The procedures of the implementation of using the game in teaching reading activity were; the students flew the paper airplane, the students translated and found the moral value of the story, the students presented the result in front of the classroom. The problems faced by the teacher from applying the game in teaching reading activity were; some of the students were being careless and dependent to their smart friends, some of the students only focused on their own text, and some of the students misused the teacher's rules. The solutions that the teacher had to solve the problems that she faced in implementing the *Fly High and Catch Me* game in teaching reading activity were; the teacher divided the task in the problematic group, the teacher actively supervised and assisted the students during the game, the teacher motivated the students, and the teacher emphasized the students to find the moral value of the story in the text. The result of the study showed that all of the respondents gave very positive responses towards the implementation of the *Fly High and Catch Me* game in teaching reading activity.

Keywords: Implementation, game, teaching reading

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