

**GAME METHODS OF THE USING LANGUAGE FOR IMPROVING
READING COMPREHENSION SKILL FOR FOURTH GRADE STUDENT
OF SDN KEDAUNG KALIANGKE 13 PAGI CENGKARENG
WEST JAKARTA**

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ABSTRACT

The purpose of this research is to improve reading comprehension skill of fourth grade students of SDN Kedaung Kaliangke 13 Pagi, Cengkareng, West Jakarta through the methods of the using language. The research was conducted at SDN Kedaung Kaliangke 13 Pagi, Cengkareng, West Jakarta which located at Jalan Komplek Departemen Agama Kalimati RT 007/03 Kelurahan Kedaung Kaliangke, Cengkareng, West Jakarta on the second semester of academic year 2014-2015 with the research of fourth grade student for forty four students in class. This classroom research conducted using the cycle model of Kemmis and Taggart through the stages of planning, action, observing, and reflecting. The data collected from observation sheets and documentation. The research pursued in two cycles. Each cycle consisted of three meetings. The result obtained from this research is the increased of student's reading comprehension skill using the games methods of the using language. The percentage for reading comprehension skill in the first cycle is 55% and the second cycle, the percentage increased up to 89%. The increased was in line with increasing of the effectiveness learning through using the games methods of the using language. Based on the monitoring results of the actions which taken during the learning processes, the percentage of the first cycle was 50% on the first meeting, 77% on the second meeting, and 90% on the third meeting. On the second cycle increased up to 90% for the first meeting, 93% for the second meeting, and 100% for the third meeting. After all, learning through using the game methods of the using language increase the understanding of student's reading comprehension skill. The implications of the research result of using the game methods of the using language can improve reading comprehension skill for the fourth grade students of SDN Kedaung Kaliangke 13 Pagi, Cengkareng, West Jakarta.

Keywords: Game methods of the using language, Reading Comprehension.