

Abstract

Aini, Qurrotul, 2022” *THE EFFECTIVENESS OF MONOPOLY GAMES IN INCREASE THE MAHARAH KALAM STUDENS OF NAHDHATUL ULAMA` SMP CLASS VIII UNDER THE SHADE OF MATHOLI`UL ANWAR BOARDING SCHOOL. SIMO SUNGGELEBAK KARANGGENENG LAMONGAN*” ESSAY OF ARABIC LANGUAGE EDUCATION DEPARTEMENT, FACULTY OF ISLAMIC UNIVERSITY LAMONGAN, SUPERVISOR (1) Dr. MUHID, M. Ag. (2) SAMPIRIL TAURUS TAMAJI, M. Pd. I

Keywords : Monopoli game, speaking skill.

In essence, in learning Arabic there are four skills that must be mastered by students, namely listening skills, speaking, reading and writing. But in reality, students still experience many difficulties in these skills. This research specializes in the difficulty of speaking Arabic skills is partly because the majority of students come from elementary school graduates and because the media applied by the teacher does not attract the attention of students, so it is considered boring. Thus, there is a need for alternative media to express themselves and cooperate with their friends, one of which is with monopoly game media.

The formulation of the problem in this study is (1) How is the effectiveness of monopoly game media on the Arabic language skills of class VIII students Nahdahatul Ulama` SMP under the shade of matholi`ul anwar boarding school simo sunggelebak karanggeneng lamongan, (2) How attitude changes of class VIII students Nahdahatul Ulama` SMP under the shade of matholi`ul anwar boarding school simo sunggelebak karanggeneng lamongan after using the media monopoly game on Arabic speaking skills. Whereas the purpose of the study is (1) to determine the effectiveness of monopoly game media on the Arabic language skills of class VIII students Nahdahatul Ulama` SMP under the shade of matholi`ul anwar boarding school simo sunggelebak karanggeneng lamongan, (2) to find out attitude changes of class VIII students Nahdahatul Ulama` SMP under the shade of matholi`ul anwar boarding school simo sunggelebak karanggeneng lamongan after using the media monopoly game on Arabic speaking skills after using the media Monopoly game on Arabic speaking skills.

This research is an experimental research which consist of experimental and control classes. The experimental class and the control class were given a pretest and posttest only the experimental class that was given treatment (game media monopoly). The data is calculated using the instrument validity test, rehabilitee instrument, normality test and t test to prove the researcher`s hypothesis.

The result of this study indicate an increase in skills speak Arabic by using the monopoly game media. Score the average of the experimental class is 78,29 to 83,46 and the average value of the control class 79,24 become 85,08. The accepted hypothesis in this the working hypothesis or alternative (Ha) namely the effective monopoly game media on skills speak Arabic.