

ABSTRACT

Oktaviani, Nanda. 2022. *The Effectiveness of CASE from FLASER Game in Teaching English Simple Past Tense in Junior High School in Surabaya.* Undergraduate Thesis. S1 English Education Study Program. Faculty of Teacher Training and Education. University of Nahdlatul Ulama Surabaya. Advisor: Edi Pujo Basuki, S.Pd., M.Pd.

The study of the effectiveness of CASE from FLASER (Create Sentence from Fairy Tale Snake and Ladder) game in teaching English Simple Past Tense in Junior High School in Surabaya. CASE from FLASER game is a board game which is modified by the researcher from the common Snake and Ladder game in order to increase the students' mastery on Simple Past Tense in the context of Narrative story. This game is an easy and fun way for students to learn and practice their communication skill. On this occasion, this research aims to find out the effectiveness of using CASE from FLASER game whether there is significance on students' understanding of Simple Past Tense or not. This study uses quantitative approach. The data of this research are number from learning results of students' CASE from FLASER game models. The collected data will be tested using an independent sample T-test. The result showed that the learning use CASE from FLASER game was effectively used for Junior High School students.

Keywords: CASE from FLASER, Snake and Ladder, Simple Past Tense, Teaching, Effectiveness