# IN THE TEACHING OF ENGLISH AS A FOREIGN LANGUAGE



# A THESIS

submitted to the Tarbiyah Faculty of the State Institute of Islamic Studies Sunan Kalijaga Yogyakarta

to fulfil one of the requirements of getting the Doctoranda Degree in Tarbiyah Islamiyah

b y

LABIBAH

August 1992

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by LABIBAH

August 1992

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#### MOTTO

قُلُوْكَانَ الْمُحْرِمِ دَادًا لِكُلِّتِ رَجِّي لَنُفِدَ الْمُحْرِ قَلَ اَنْ تَنْفَدَ كَلِمْتُ رَجِّي وَلَوْضَا رَجِي اللهِ مَدَدًا (الكه اللهِ عَلَى اللهِ مَدَدًا (الكه الله

"Say, if every ocean became—ink for the words of my Lord, surely, the ocean would be exhausted before the words—of my Lord were exhausted, even though we brought—the—like thereof as further help". (Al Kahf: 109)

<sup>1)</sup>Malik Ghulam Farid, <u>The Holy Qur'an English</u> Translation and Commentary, (Pakistan: The Oriental And Religious Publishing Coorporation Ltd. First Edition, 1969), p. 639.

#### A PRESENTATION

## THIS THESIS IS PRESENTED TO

- 1. Abah, Zain .A. Yahya
- 2. ibu , Ni'mah Yahya
- 3. My Grandmother, Bu Yah
- 4. My Dearest Sisters, Emma and Ella

#### PREFACE

بِسْمِ اللَّهِ التَّرْمُ التَّحِيْمِ الْمُعْلِيَّةِ التَّرْمُ التَّحِيْمِ الْمُعْلَى وَعُمَا فَي الْمُعَلَى وَعُمَا فَي الْمُعَلَى وَعُمَا فَي الْمُعَلَى وَعُمَا فَي الْمُعَلَى اللَّهِ الْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلَى اللَّهِ وَاصْعَا بِهِ الْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلَى اللَّهِ وَاصْعَا بِهِ الْمُعَلِينَ وَالْمُعَلِينَ وَعَلَى اللَّهِ وَاصْعَا بِهِ الْمُعَلِينَ وَمُعَلَى اللَّهُ وَاصْعَا بِهِ الْمُعَلِينَ وَمُعَلَى اللَّهُ وَاصْعَا بِهِ الْمُعَلِينَ وَمُعَلَى اللَّهُ وَاصْعَا بِهِ الْمُعَلِينَ وَمُعَلَى الْمُعَلِينَ وَمُعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَالْمُعُلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَالْمُعُلِينَ وَعَلَى الْمُعَلِينَ وَالْمُعَلِينَ وَالْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَعَلَى الْمُعَلِينَ وَالْمُعِلَى الْمُعَلِينَ وَالْمُعِلَى الْمُعَلِينَ وَالْمُعُلِينَ وَالْمُعُلِينَ وَالْمُعُلِينَ وَالْمُعِلَى الْمُعِلَى الْمُعَلِي وَالْمُعُلِينَ وَالْمُعُلِينَ وَالْمُعُلِينَا وَالْمُعُلِينَ وَالْمُعِلَى الْمُعَلِينَ وَالْمُعُلِينَ وَالْمُعُلِي وَالْمُعُلِينَ وَالْمُعُلِينَ وَالْمُعُلِينَ وَالْمُعُلِينَ وَالْمُعُلِينَ وَالْمُعُلِينِ وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِينَا وَالْمُعُلِينَا وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعِلِي وَالْمُعُلِي وَالْمُعِلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُعُلِي وَالْمُع

All praises are only to Alloh SWT who has given the writer some guidances by which she has been able to compose this thesis entitled "LANGUAGE GAMES IN THE TEACHING OF ENGLISH AS A FOREIGN LANGUAGE".

This thesis is composed to fulfil one of the requirements for getting the Doctoranda Degree in the English Department, Tarbiyah Faculty, State Institute of Islamic Studies "Sunan Kalijaga" Yogyakarta.

In this occasion, the writer is greatly thankful to:

- 1. Drs. Agus Mirwan, the Dean of Tarbiyah Faculty .
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#### CHAPTER I.

#### INTRODUCTION

#### A. THE CONFIRMATION OF THE TITLE

In order to avoid misunderstanding of what the title actually means and to restrict its scopes, the writer would like to discuss each of the words consisting the title. Striving for its meaning used in this thesis, each of the words will be discussed both in its lexical or dictionary sense and terminology sense. Those words to discuss are language, language games, teaching, and foreign language.

Language. In its lexical sense, language means "human communication of knowledge, ideas, etc. using a system of sound symbols". 1) In its terminology sense, language may be defined as "a system of communication" 2) or "an instrument of communication" 3) or "an arbritary system of articulated sounds made use of by a group of people as a means of carrying on the affairs...

<sup>1)</sup>AS Hornby, Oxford Advanced English Dictionary of Current English, (Oxford University Press, 1974), p. 209.

<sup>2)</sup>Robert Lado, Language Teaching, (New York : McGraw Hill, 1964), p. 12.

<sup>3)</sup>Ronald W Langacker, Language and Its Stucture, (New York: Harcourt Brace Jovanovitch, 1964), p. 23.

affairs of their society"4). In purpose of meeting the need of the thesis discussion, the lattest meaning has been presumed to be one of the representative meanings of language.

Language games. Games is a plural form of game. In its lexical sense, game means "form of play, sport, especially with rules". 5) In this thesis proposal, the games are aimed at being media of teaching. Thus, language games may mean "plays which function as media of training language skills". 6)

Teaching. The word teaching derives from a verb to teach. Teaching is the gerund form of to teach which, in its lexical sense, means "to give instruction to someone, to cause someone to know or be able to do something, or to give knowledge, skill to someone, or to give lessons at schools."

In its terminology sense, teaching may mean "a set of activities which is meant to help students enable to learn", or, in Marvell's words, "the organization of learning to achieve...

<sup>4)</sup>W. Nelson Francis, The Structure of American English, (New York: Grune & Stratton, 1958), p. 16.

<sup>&</sup>lt;sup>5)</sup>Hornby, Op. Cit., p. 154.

<sup>6)</sup>See also : Soeparno, <u>Media Pengajaran Bahasa</u>, (Yogyakarta : P3 IKIP Yogyakarta, 1980), p. 60.

<sup>&</sup>lt;sup>7)</sup>Hornby, <u>Op. Cit.</u>, p. 358.

achieve its desired goals".8)

English. In its lexical sense, English is a language which is spoken natively in the United States of America, England, and areas previously controlled by Great Britain pertaining to the English language. 9) In this thesis, English mostly if not totally refers to the English taught and learned at schools, universities, and other institutions in Indonesia.

Foreign language. In its lexical sense, foreign means "of, in, from another country", or "not one a own". 10) A foreign language, thus, means a foreign language that comes from another country. French, Arabic, English are foreign languages in Indonesia.

Based on the above explanation, the writer would like to conclude, in brief, that the discussion to occur in the thesis will be that on:

- Language games, i.e. games that function as media of training language skills.
- 2. When those language games are involved in the teaching of English, i.e. the teacher-students contacts and activities designed and conducted to train the skills of English.

<sup>8)</sup> Marvell J.L., <u>Successful Teaching</u>, (Tokyo : Mc Graw Company, without date), p.18.

<sup>9)</sup> Hornby, Op. Cit., p. 285

<sup>&</sup>lt;sup>10)</sup>Ibid, p. 337.

3. The English is treated as a foreign language.

It is used, learned and taught as a foreign language.

#### B. THE BACKGROUND OF THE PROBLEMS

foreign languages, English is other foreign language most educated people in Indonesia ever State or public schools as well as private learn. schools list English in their teaching curriculums, the inclusion of English in the curriculum contents may be pushed by the importance of English in the globe links, especially in the fields of science and technology. The mastery of English for Indonesians is extremely crucial. It even is an important factor which may give much contribution to the process of the nation development in its all aspects. It is for this that educators maintain the teaching of English. In fact, the teaching of English more often no desired ends, however.

The teaching of English, to be appropriately conducted, must among other things concern with approach, methods, and techniques. These three hierarchic elements must be well understood by language teachers since they will otherwise raise a blur on what

they

# language. 12)

- 1. Language is a system of meaning expressions.
- 2. The primary function of language is for interaction and communication.
- 3. Language structure reflects its functional and communicative uses.
- 4. The basic units of language are not only its grammatical characteristics but also its functional and communicative categories of meaning.

According to the communicative language teaching, learning a language is learning to use the language for communication. Its goal is not only the mastery of the language structure but also its use for communication. 13)

The assumption that learning a foreign language is learning to use the target language for communication or learning to communicate using the target language, at least, raises one question: what is meant by communication? In fact, communication concerns with more than matters of decoding and encoding ideas in a

conversation .

<sup>12)</sup> Henry Guntur Tarigan, <u>Metodologi Pengajaran</u> Bahasa, (Jakarta: Depdikbud, 1989), p. 284

<sup>13)</sup> Syahrudin Kaseng, <u>Linguistik Terapan</u>: <u>Pengan-tar menuju Pengajaran Bahasa yang Sukses</u>, (Jakarta: Depdikbud 1989), p. 145-146.

conversation. In Savignon's view, communication is continous process of expression, interpretation, negotiation. Expression is concerned with decoding ideas therefore sources from the speaker in a and conversation type of communication. Interpretation is concerned ideas and therefore sources with encoding from In communication, there may be times listener. when the meaning the speaker intends and the meaning he conveys are not the same. He may use the meaning he can of the simbolic system he knows, but the meaning he conveys depends on others who share an understanding of these symbols and who may or may not interpret them 85 he intends. 14)

The third element in communication is negotiation. Savigon gives an illustration as follows.

Whereas a whimper will suffice to bring a mother running with a clean deapper and warm milk in one instance, sustained screaming over long strecthes of time will be ineffectual in another. We learn, then, that meaning is never one-sided. Rather, it is negotiated between the persons involved. 15)

In learning a foreign language, then, students learn to master these elements of communication, using

the

<sup>14)</sup> Sandra J. Savignon, <u>Communicative Competence:</u> Theory and <u>Classtoom Practice</u>, (Addison - Wesley Publishing Company, 1983), p. 8

<sup>15) &</sup>lt;u>Ibid</u>, p. 4

the language as a tool. The capability to foreign master these elements is usually called communicative competence. According to Savignon, communicative competence includes four components: grammatical competence, sociolinguistic competence. discourse competence, and strategic competence 16) In respect, the goal of foreign language teaching develop this communicative competence. In developing this competence, language teachers may, in accordance individual taste and interest, with their differ techniques despite the fact that they may share the same approach and method.

Regardless of the techniques they may prefer and use, language teachers must concern with, among others, seeking some ways to liven up the classroom situation. The importance of classroom atmostphere in language learning is obvious. Via says:

In order to have such a language lab where the students feel free to experiment with the language while in the process of learning it, we must provide a clasroom atmosphare that is conducive to such experimentation. This means that we must make our classroom as free of threat as possible. One doesn't have to read very many journal articles on the subject of language teaching to discover atmosphere can be the biggest hindrance to succesful language learning."17)

<sup>16) &</sup>lt;u>Ibid</u> , p. 35

<sup>17)</sup> Richard A Via, Drama and Self in language Learning, English Teaching Forum, (July, 1985), p. 14.

When a language teacher is in the classroom, his immediate need is how to create a conducive classroom situation in which he chances to present the prepared material that can be accepted by the students with ease, courage, and of course, success.

Teaching activity is actually a dual activity : teaching in one side, learning in another. The first sources from the teacher, the second from the the students. It often happens that the students dividually burst into private enjoyments, paying no cares and attention to what is (or should be) actually consequently creating unexpected going on, and situation. In the such situation, the teacher actually "playing a monologue" rather than teaching. Its possible result is surely obvious: a failure. teaching activity will be in vain when the students, to which the activity is favoured, pay no attention what is going on. $^{18}$ ) One of the functions of language games is to make possible such a situation absent. It is one way, of course, besides some possible ways, to keep the students' attention.

To encourage the use of language games by no means assumes that the success of language teaching lies on

only ...

<sup>18)</sup> See: Agus Mirwan, <u>Teori mengajar</u>, (Yogyakarta: Sumbangsih Offset, 1989), p.9

only the best strategy of presenting the material and attentive response to it, but the joy in learning a language, which language games provide, is undeniable to have great value. The Total Physical Response Method, notes that learning a foreign language effectivelly needs good, unstressed mental condition and physical movements. 19) This, to some extent, may mean that the better way to learn a foreign language is to learn it with joy.

Games actually have never been separated away from human life. Children, youngsters, adults all enjoy games. Of course, the games that they like differ from a group of ages to another. Children, for instance, generally enjoy kites very much, while adults prefer kinds of games that need thinking in playing, like "bridge", etc.

It is reasonable then, that many writers and professional teachers suggest the use of language games in language teaching. Don Byrne, for instance, suggests "hiding and finding", conversation gambirt", etc. 20)

<sup>19)</sup>Quoted from Dr. E. Satdono, <u>Antologi Pangaja-ran Bahasa Asing Khususnya Bahasa Inggris</u>, (Jakarta: Depdikbud, 1989), p. 130.

<sup>20)</sup> See: Donn Byrne, <u>Teaching Oral English</u>, (Long-man Group Ltd,,, 1976), p. 100

For adult learners, Roberta Vann suggests "ice breakers" and "midterm pickups". 21) And there are many other kinds of language games spreading in magazines and a great number of books.

Besides providing joys, language games may also leave deep impressions, stimulate the rise of conducive class atmosphere, which are points of importance in a achieving the desired goals.

That language games, when played, provide the pupils with joys is surely obvious, since they are otherwise disregarded as "games". Soeparno notes two points, in this case. First, language games are aimed at gaining enjoyments. Second, they are aimed at mastering a particular skill of language. Both must be in the confine of language games. Any game which is capable of raising enjoyments but which cannot train language skills, or the reverse, is excluded and is therefore out the point. 22)

A further observation on language games will lead us to the fact that they also provide the pupils with deep or strong impression. The reason may come from the

fact

<sup>21)</sup> See: Roberta Vann, Language Games for Adults, English Teaching Forum (October, 1977), p. 44

<sup>22)</sup> Soeparno, Log Cit.

language games not only provide but require activities and some visual aids (card, etc,). The use of visual aids is to deep impression in the side of the students. And the activities, which are recommended by the Communicative Language Approach are in most cases municative activities. This method of teaching, for instance, notes two kinds of communicative activities: functional communicative activities and social interaction activities . The first term notes that, by using language, someone can give information and the data. Included in the second term is dialogue and role-playing, simulation and games, funny short play, etc. $^{23}$ ) There is still one thing : one of the characteristics of the Communicative Language Teaching is to encourage the students to interact with others either in group or pairs, spoken or written. $^{24}$ ) courage of interaction is, in considerable portion, provided by language games even in its authentic form. Savignon says:

There are a variety of classroom activities that not only encourage but require spontaneous language use in the classroom. Role-plays, discussion topics, and games (underlined by the writer) all represent strategies for providing the emotional involvment necessary for authentic

<sup>&</sup>lt;sup>23)</sup>Henry Guntur Tarigan, <u>Metodologi Pengajaran</u> Bahasa, (Jakarta: Depdikbud, 1989), p. 276.

<sup>24) &</sup>lt;u>Ibid.</u>, p. 278.

interaction.<sup>25</sup>)

Anyway, the success of English teaching is influenced by many factors. One of them is motivation. How to increase students' motivation has been a point of interest for language teachers. In doing so, however, they do not find its simple task not only because concerns with personality but also students individually differ in needs and interests. Still, language teachers have to do with it since their primary task is help the students experience successful learning. Everything concerns with the student in terms of guage teaching and learning must also be the concern of must be seeking ways of language teachers. So students' motivation. The use creasing of language games represents the alternative effort of language in this respect, not only because teachers has values but also it needs creativities of the language After all, teaching is a creative work. teachers. stead of bathing the student with rules or the likes to stay away from unmotivated condition, it is keep them much better to lead them into situation which by self supplies them with increasing motivation and chal-This is made possible by the use of lenge. games.

<sup>25)</sup> Sandra J. Savignon, <u>Communicative Competence:</u> Theory and <u>Classroom Practice</u>. (Addison-Wesley Publishing Company, 1983), p. 191.

### C. FORMULATION OF THE PROBLEM

Based on the background of the problems described above, the writer would like to determine the sequance of the problems in the form of problem formulation as follows:

- 1. How to involve language games in the process of language teaching ?
- 2. What are the considerations of using language games?
- 3. What are the kinds of language games suiting the teaching of English as a foreign language?
- 4. What are the better ways of using language games in teaching English as a foerign language?
- 5. What are the problems and the benefits in it ?

#### D. REASONS IN CHOOSING THE TITLE

The reasons which encourage the writer to choose the title are :

- There are a lot of language games which are not only suit language teaching but also necessary in achieving the desired goals of language teaching.
- 2. Despite these benefits, English teachers in many schools are very often reluctant to make use of language games either in class sessions or as extra-class activities.
- 3. the writer herself is extremely interested in the topic.

the topic.

#### E. OBJECTIVES AND USES OF THE WRITING

The writing is intended to serve the following objectives:

- 1. To encourage English teachers to use language games in teaching.
- 2. To find out the rationales, benefits and problems in using language games.
- 3. To make some contributions in enriching references in the field of language teaching.
- 4. To fulfil one of the requirements for deserving academic degree from Tarbiyah Faculty.

The uses which the writing may serve are :

- As a reference for English teachers who are in terested in the use of language games.
- 2. As a basic report for further research or discussions.
- 3. As a courage for English teachers to teach creatively using language games.

### F. METHODS OF DISCUSSION

This thesis is aimed at being a librarial thesis or research of which the data will come from librarial resources. This means that the writer

Will...

will collect data and information concerning the primary problem or topic as much as possible to be analysed or discussed. Hoping good analysisses and discussions, the writer would like to use the three methods of discussion commonly used in scientific writings: 26)

- 1. Inductive method : A method of thingking in which conclusions come from specific events or facts and will apply to the general ones.
- 2. Deductive method : A method of thingking in which conclusions, in contrast with the Inductive method, will come from general facts and will apply to the specific ones.
- 3. Comparative method: A method of thingking in which facts are compared to let out conclusions.

<sup>&</sup>lt;sup>26)</sup>Sutrisno Hadi, <u>Metodologi Reasech</u>, (Yogyakarta: Yayasan Penerbitan Fak. Psikologi UGM, 1980), p. 42.

#### G. SYSTEM OF DISCUSSION

This thesis is devided into six chapters, arranged systematically in order to be easily understood by the readers. Those chapters are:

Chapter One

: Introduction

It covers confirmation of the title, background of the problem, formulation of the problem, reasons in choosing the title, objectives and uses of the writing, methods of discussion, and system of discussion.

Chapter Two

The Teaching of English as a Foreign Language.

It discusses the nature of language, the natures of learning and teaching a language, the teaching of English as a foreign language, and variables in the teaching of English as a foreign language.

Chapter Three

Language Games in the Teaching of English as a Foreign Language.

It explains the nature of language games, the goal of language games,

language games in the classroom, integrating language games into the lessons, and factors influencing language games.

Chapter Four

Kinds of Language Games

It gives examples of language games for different stagess and examples of language games for

specific purposes.

Chapter Five

: The Benefits and Problems.

It explains the benefits and problems in using language games in the teaching of English as a foreign language.

Chapter Six

: Closing

It consists of conclusions, suggestions, and closing.

#### CHAPTER VI

#### CLOSING

#### A. CONCLUSIONS

So far, the writer has tried hard in her maximum capacity to elaborate the primary ideas of this thesis, which basically consists of five points of thinking as set forth in the formulation of the problems.

Without any aim at disturbing, not even altering, any piece of conclusion which individual reader may have already drawn from this thesis, the writer would like to conclude as follows:

- 1. To involve language games in the process of language teaching, the teachers need the equipments or aids such as cards, pictures, lists, etc. These should be made either available or familiar to the students so as to facilitate the work of language games.
- 2. The main consideration of using language games sources not only from the fact that most students enjoy them but also from the fact that language game is one of the language teaching media which is either cheap or fruitful.
- 3. Language games can be classified into
  - a. Language games for different stages of learning,
     i.e. for elementary, intermediate, and advanced level.

- b. Language games for specific purposes, i.e. for reading, vocabulary, structure, conversation, writing, and listening.
- 4. The better way of using language games is to integrate them into the lessons.
- 5. There are the benefits and problems in using language games. Because the problems are not fundamental, a creative teacher will be able to anticipate them.

#### **B. SUGGESTIONS**

- The English language teachers should make use of language games in achieving the desired goals of English teaching and learning.
- 2. The use of language games should not be too often so as to keep the students avoided of boredom.
- 3. To support the use of language games, it is important to establish working groups such as small group, discussion group, etc., in which language games can be exploited to their largest benefit.
- 4. In using language games, the teacher should care much with the class atmosphare, as it contributes much to the success of the use of language games.

#### C. CLOSING

Alhamdulillah, this thesis is finished. The writer admits that she would not have finished this thesis without the mercy of Alloh.

The writer is sure to have made many mistakes here and there in this thesis, so the writer apologizes for these and hopes much help and critic from the **readers** in order to make this thesis better.

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Judul Skripsi : " ]	Language Games In The Teaching of English
As A Foreign	Language "
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	Yogyakarta, 21 Maret 1992
	Ketua Jurusan Tadris

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Judul Skripsi : LANGUAGE GAMES IN THE TEACHING OF ENGLISH AS
A FOREIGN LANGUAGE
Selanjutnya, kepada mahasiswa tersebut supaya ber konsultasi
kepada Pembimbingnya berdasar hasil-hasil seminar untuk penyempurnaan
proposalnya itu.

April 26 Maret 1992

Riset dan Skripsi

April Riset dan Skripsi

April

# SURAT PERMOHONAN IZIN JUDUL SKRIPSI

Kepada Yth. Bapak Dekan Fak. Tarbiyah IAIN Sunan Kalijaga Yogyakarta

Assalamu'alaikum wr.wb		
Dengan hormat, bersama ini saya M	ahasiswa Fak. Tarbiyah IAIN Sunan	
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# DEPARTEMEN AGAMA RI I A I N " SUNAN KALIJAGA" FAKULTAS : TARBI AH YOGYAKARTA.

Lamp. :	IN/I/P P 000/1275/92  Penunjukkan Pembimbing Skripasi.	Kepada Yth.:  Bapak/Ibu Prof. Drs. M.Zein  Drs. Sutrieno  Dosen Fak. Tarbiyah IAIN  Sunan Kalijaga  Yogyakarta.
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Dimohom hadlir tepat pada waktunya (15 Memit sebelum munaqosyah dimulai) CATATAN :

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Tindasan kepada Yth.:

- 1. Bapak Ketua Jurusan Tadris.
- 2. Bina Riset/Skripsi.
- 3. Mahasiswa Ybs.

Tropon ha ATATAN hedlir tepat pada waktunya it sebelum munaqosyah dimulai

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Nomor: IN/I/ST/00.09/14.M.8/1992

ssalamu alaikum Wr. Wb.

Dengan hormat kami mohon kehadiran Bapak/Ibu/Saudara dalam sidang punagosyah Skripsi, yang berjudul :

Terlampir dalam Naskah LABIBAH ang disusun dan diajukan oleh hs. Fak. Tarbiyah Th. Ak./Jurusan : X / BING : 0487 3816 engan Nomor Induk ang akan kami selenggarakan pada : Mari dan Tanggal : Tempat/Ruang J a m JUM'AT, 14 AGUSTUS 1992 08.00 - 09.00 . R.No. 130 Pengan susunan Dewan Munaqosyah sebagai berikut : No. Kedudukan Tugas sebagai m 8 Prof. Drs. Moh. Zein Ketua Sidang 1. Drs. HMS. Prodjedikoro Sekretaris Sidang. 2.

Penguji II.

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Atas kehadliran Bapak / Ibu / Saudsara, kami ucapkan terima kasih.

Massalamu, alaikum Wr. Wb.

Drs. Sutrisno

Drs. DS. Mulyono

Yogyakarta, \_

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