

BIBLIOGRAPHY

- Albab, U. (2014). *The Effectiveness of Snakes and Ladders Game to Improve Students' Mastery of Simple Past Tense in Constructing Text (A Quasi-Experimental Research of the Eighth Grade Students of SMPN 2 Demak in the Academic Year of 2013/2014)*. *Journal of English Language Teaching*, 3(1), 62-67.
- Alexander, L.G. 1998. *Longman English Grammar Practice for Intermediate Students*. England:Longman.
- Arikunto, Suharsimi. 2013. *Prosedur Penelitian Suatu Pendidikan Karakter*. Jakarta : Rineka Cipta.
- Azar, Betty S. 1989/ *Understanding and Usin English Grammar (Second Edition)*. New Jersey ; Prentice Hall Regents
- Gerot, Linda and Wignell, Peter. 1994. *Making Sense of Functional Grammar*. Australia : Gerd Stabler.
- Hamdayama, Jumanta. 2016. *Metodologi Pengajaan*. Jakarta : PT. Bumi Aksara.
- Hasanah, H. U. 2015 *Teaching Grammar Using Picture, I*, 103-112.
- Kuntjojo. 2009. *Metodologi Penelitian*. Internet : <https://ebekunt.files.wordpress.com/2009/metodologi-penelitian-pdf>
- Lestari, A., Widiyatmoko, A., Alimah, S., and Juliyani., I. 2015. *Sounds Learning Using Teams ames Tournament With Flash Card As Media at the 13th Junior High School of Magelang*, 4(2), 177-184. <https://doi.org/10.15294/jpii.v4i2.4188>.
- Martono, Nanang. 2012. *Metode Penelitian Kuantitatif Anakisis Isi dan Analisis Data Sekunder Edisi Revisi*. Jakarta : PT Raja Grafindo Persada.
- Mubarok, Husni. 2015. *Reserach in Lanugae Education : An Intriduction for Begginers*. Yogyakarta : Lingkar Media.
- Nassaji, Husein and Sandra, Fotos, 2011. *Teachng Grammar in Second Language Classroom*. New York and London: Routledge.
- Nazir, Moh. 2014. *Metode Penilitian*. Bogor : Ghalia Indonesia.

- Rahmawati. 2017. *Improving English Speaking Ability Using Teams-Games-Tournament Technique*. English Education Journal. I, 1-13.
- Sarwono, Jonathan. 2006. *Metodologi Penelitian Kuantitatif dan Kualitatif*. Yogyakarta: Graha Ilmu.
- Safwandi. 2016. *Teaching Speaking With The Teams Games Tournaments Technique*. English Education Journal, 792), 206-218.
- Salam, A., Hossain, A., AND Rahman, S. 2015. *Effects of Using Temas Games Tournaments (TGT) Cooperative Technique for Learning Mathematics in Secondary Schools of Bangladesh*. Malysian Online urnal of Educational Technology, 3 (3).
- Siswanto, Agus. 2012 . *English Revolution Fifth Edition*. Jepara: Mawaspress.
- Slavin, R.E. 1982. *Cooperative Learning : Studnets Teams*. United States: National Education-Assciation of the United States.
- Slavin, R.E. 1991. *Student Team Learning : A Practical Guide to Cooperative Learning(Third Edition)*. Washigton DC : National Education Association.
- Slavin, R.E. 2005. *Cooperative Learning: Teori, Riset dan Praktik*.
- Sukardi. 2003. *Metodologi Penelitian Pendidikan*. Jakarta : Bumi Aksara
- Suryadi and Junaida. 2007. *Complete English Grammar*. Yogyakarta: Pustaka Pelajar.
- Yudianto, W. D., Sumardi, K., & Berman, E. T. (2014). Model pembelajaran teams games tournament untuk meningkatkan hasil belajar siswa smk, *1*(2), 323–330.