

ABSTRACT

Winda Afianti. 1788203002. *Developing The “Let’s Learn Sentence” Handbook and The “Sentences Say In Game” Application For Young Learners In English Sentences’ Construction: Applied Linguistic Framework.* Academic Years 2020/2021, S1- Thesis, English Education Study Program, Teacher Training and Education College, STKIP PGRI Pacitan, 2021.

This study was a research and development which had a purpose to reveal the process of developing the learning media such “Let’s Learn Sentences” Handbook and “Sentences Say in Game” application in learning English sentences’ construction. Given this point, the researcher unearthed the young learners’ responses toward the existing product in the preceding list both handbook and game application.

The research was done through two major discussions: (1) product development’ stages and; (2) exploration of young learner’s responses. These stages are divided to be seven stages as follows: (1) research and information collection; (2) planning; (3) developing preliminary form of the product; (4) educational expert judgment; (5) products revision I; (6) English teacher judgment and; (7) final products. All this development’ stages resulted the information of quality the products. Moreover, the exploration of young learners’ responses was the stages of implementation the products. This stages revealed the positives and negative responses of the young learners toward the handbook and game application.

Based on the research finding, all stages of development resulted the form of a handbook and a game application which achieved the final score of 92,7. This score reflected the general quality of the products which was categorized as a very good product. This score came from an accumulation assessments’ score by the media expert, material expert, and English teacher. The media expert gave a score of 97,3 for the media’ design. It was categorized “very good”. The material expert gave a score 92,4 for the material’s design. It was categorized “very good”. The English teacher gave a score 88, 5 which meant very good for instructional aspect of learning media. Further, the young learners gave 91% positive responses and 9% negative responses toward the handbook and game application. These responses consisted of 104 responses in the aspect of content, 52 responses in the aspect of language, 78 responses in the aspect of evaluation, 130 responses in the aspect of application, and 104 responses in the aspect of evaluation.

Keywords : *English Sentences’ construction, R&D, Young learners’ responses*