

**THE EFFECTIVE COMMANDS USED BY THE TEACHER IN ENGLISH
TEACHING AT SMP LAB UNDIKSHA
SINGARAJA
(CASE STUDY IN STUDENTS WITH DISRUPTIVE BEHAVIOR)**

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Abstract

This study aimed at identify the types of disruptive behavior, identify the types of commands given by an English teacher, and analyze how the effective commands are given to students with disruptive behavior at SMP Lab Undiksha Singaraja. This study was a case study research. The method used in this study was descriptive qualitative method. The data were collected through filling observation sheet, distributing questionnaire, and conducting interview then analyzed by the researcher so that the researcher was able to draw and integrate ideas to create the conclusion. The result of this study revealed that students' disruptive behavior that appeared during the teaching and learning process could be categorized as The Immature, The Well to Do, The Mountain Climber and The Game Player, furthermore. In overcoming those disruptive behavior the teacher used several types of commands such as Others Commands, Don't Commands, Regular Commands, Question Commands, Indirect Commands, Interrogations Commands, Stop Command, and Negative Commands. From those commands, thirteen times commands that appeared were categorized effective.

Keywords: Disruptive behavior, Teacher's Commands, Effective Commands.

Abstrak

Penelitian ini bertujuan untuk mengidentifikasi jenis-jenis perilaku yang mengganggu, mengidentifikasi jenis-jenis perintah yang diberikan oleh guru bahasa Inggris, dan menganalisis bagaimana perintah-perintah efektif diberikan kepada siswa dengan perilaku yang mengganggu di SMP Lab Undiksha Singaraja. Penelitian ini adalah penelitian studi kasus. Metode yang digunakan adalah metode deskriptif kualitatif. Data dikumpulkan melalui pengisian checklis observasi, penyebaran kuesioner, dan melakukan wawancara kemudian dianalisis oleh peneliti sehingga peneliti mampu menggambar dan mengintegrasikan ide-ide untuk membuat kesimpulan. Temuan penelitian ini mengungkapkan bahwa perilaku mengganggu siswa yang muncul selama proses belajar mengajar dapat dikategorikan sebagai The Immature, The Well to Do, The Mountain Climber dan The Game Player. Dalam mengatasi perilaku mengganggu tersebut guru menggunakan beberapa perintah seperti Others Commands, Don't Commands, Regular Commands, Question Commands, Indirect Commands, Interrogations Commands, Stop Command, dan Negative Commands. Dari sekian perintah, tiga belas perintah yang muncul dikategorikan efektif.

Kata kunci: Perilaku Mengganggu, Perintah Guru, Perintah Efektif.

