CHAPTER IV

RESULT AND DISCUSSION

A. The Result of the Research

a. Questionnaire

The development of handbook for English Pronunciation conducted in this study uses the ADDIE development model. The development model includes 4 stages: Analysis, Design, Development and Implementation, Evaluation.

1. Analysis

In this phase, preliminary research is carried out observation and interview the English teacher. This preliminary research includes observing activities during the teaching and learning process, interview with English Language teacher. The purpose of this introduction is to obtain data on requirements analysis aspects. The aspects of needs analysis obtained are as follows:

a) Curriculum Analysis

The curriculum applied at SDN Panjangjaya 1 Elementary School is the KURTILAS or 2013 Curriculum. The English Language contains some basic competencies that must be achieved. The competency is summarized in the English Language syllabus from fourth grades of

Elementary School SDN Panjangjaya 1. Basic competencies and indicators are shown in the following table:

Table 4.1 Curriculum analysis at SDN Panjangjaya 1

BASIC COMPETENCE	INDICATORS
7.1 Understanding sentences and descriptive pictorial texts or fable book is very simple with precision	4.1.1 Identifying a variety of information in very simple sentences and dialogue
7.2 Mention the vocabulary found in the descriptive pictorial texts or fable book	4.2.1 Remember the new vocabulary from the descriptive pictorial texts or fable book

From the table above, there are two basic competences that will be though. The first basic competence understands sentences and descriptive pictorial texts or fable book is very simple with precision and the second is mention the vocabulary found in the descriptive pictorial texts or fable book. Not only basic competences but also there are two indicators which the students have to achieve. The first indicator is identifying a variety of information in very simple sentences and dialogue and the second is remembering the new vocabulary from the descriptive pictorial texts or fable book.

b) Analysis of Teaching Resources

The teaching resources analysis that is used aims to find out what teaching resources are used previously in English language teaching in the research setting. The data obtained in the teaching resources analysis used are: at SDN Panjangjaya 1 using a book as a teaching resources, the first is Grow English from Erlangga.

c) Material Analysis

Material analysis is by identifying the core competencies and basic competencies of English language focus on the second semester. From this identification, it is found that the material will be included in the learning media and arranged systematically to be presented in teaching tests. Based on observations of material delivered to the fourth grade is focus on the syllabus made by the education government. The material obtained can be seen in the following table 2:

Table 4.2 Material Analysis at SDN Panjangjaya 1

No	Skill	Material
1	Listening	Description of animal life
2	Speaking	• Doing Something • Ask and a giving hand • Ask and a giving something • Ask and giving information • Ask and giving opinion
3	Reading	• Vocabulary • Simple sentences
4	Writing	• Do exercise

There are four skills that students will be though in this material. The first skill is listening, students will listen the description of animal life by the teacher. The second skill is speaking students will do something, ask and a giving hand, ask and a giving something, ask and giving information, ask and giving opinion. The third skill is reading, students will read the vocabulary and simple sentence. The fourth skill is writing, students will answer the question in the exercise.

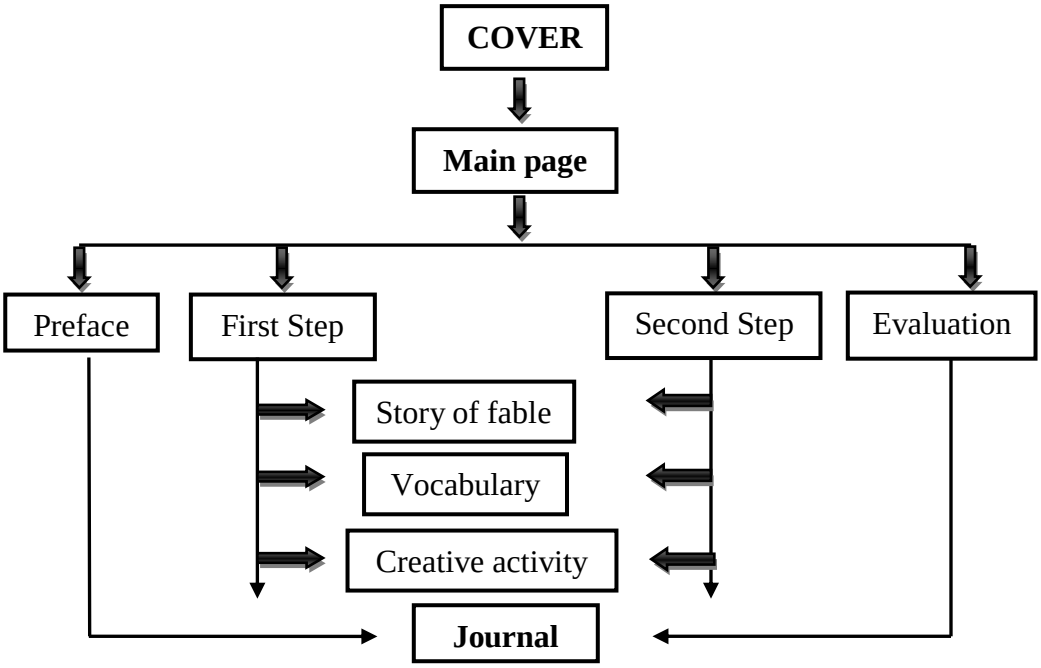
2. Design

In this stage contains a learning media framework that contains the navigation structure mapping and story board.

a) Mapping Navigation Structures

Mapping navigation illustrates the relationship between some learning media content. The design of the navigation structure mapping is illustrated in the following figure:

Figure 4.1 Navigation Structure of the Research

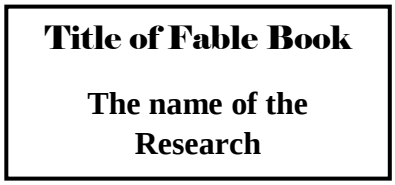


b) Story Board

The storyboard contains the teaching resource vocabulary from the beginning to the end of the design. Here are the results of the design of several pages of the Fable Book:

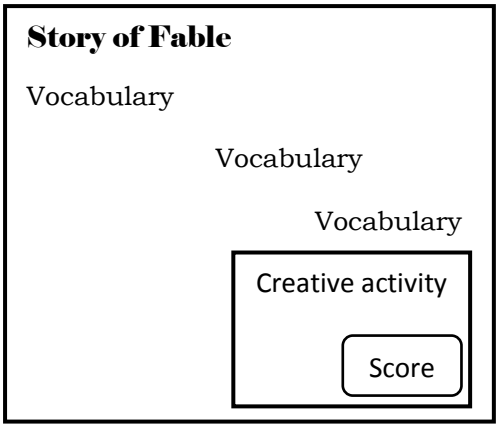
1) Story Board Cover

There is the title of the book (The Fox, The Parrot, and The Grapes) in the middle, with a background decoration behind the text, there is a picture of animals around the book, and there is the name of the Researcher under the title, following picture:



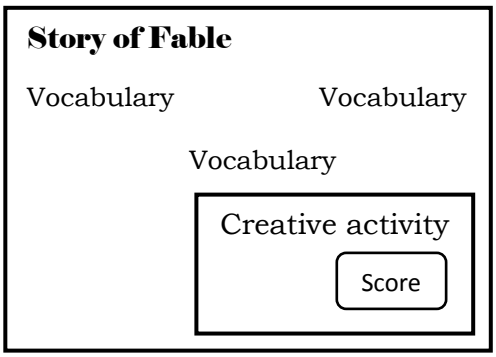
2) Story Board First Step

In this first step sheet, there is a story of fable by the title *"The Fox, The Parrot and The Grapes"* and there are the vocabularies with the picture. Not only that but also there is creative activity in every sheet that can be a measure for the reader in understanding vocabulary. In the corner of the book there is a chart of score for knowing the reader ability in memorizing and understanding vocabulary.



3) Story Board Second Step

In this sheet not many pages change even the content has developed. In this step, only the text and image adjustments are fixed.



3. Development

After the analysis and design stages have been carried out, the next step is development and implementation. At the development and implementation stage learning media is developed by applying the design of the product framework that was created at the beginning. After the initial product is finished, the next product is validated by an expert. The following stages of development and implementation are carried out:

a) Validation

Validation is an activity of product testing by assessing various criteria on each media and material indicator that is considered to meet the aspects of media and material assessment. The following are the results of the validation of the two experts.

1) Expert of Media Validation

The product that have been developed further validated by expert of media. The validation in developing the Fable book uses a

questionnaire sheet which contains aspects of the assessment, and contains comments and suggestions as an evaluation to be improved.

Product validation was carried out by one of the lecturer at the State Islamic University Sultan Maulana Hasanudin Banten named Mr. Birru Muqdamien, S. T., M. Kom was asked to be a validator because he had more ability in evaluating products, so this research needed constructive suggestions and comments from the lecturer for product improvement. This Validation was carried out on April 21, 2021. The following is the assessment questionnaire obtained:

Table 4.3 Expert of Media validation

No	Aspect of Assessment	Raw Score	Ideal Score	%	Result
1	Design of Handbook	3	4	75%	Agree
2	Learn the language of the Fable Book	3	4	75%	Agree
3	How to write and arrange Handbook	3	4	75%	Agree
4	The suitability of the cover design with the material	4	4	100%	Strong Agree
5	Appropriate font selection	4	4	100%	Strong Agree
6	Accuracy in font size	4	4	100%	Strong Agree
7	accuracy in paper size accuracy	4	4	100%	Strong Agree
8	The suitability of Handbook with difficulties experienced by students	4	4	100%	Agree

9	Easy to stor the Handbook	4	4	100%	Strong Agree
10	Easy to carry the Handbook	4	4	100%	Strong Agree
11	Easy to use the Handbook	3	4	75%	Agree
12	Easy to understand the Handbook	3	4	75%	Agree
13	The quality and attractiveness of the material contained in Handbook	3	4	75%	Agree
14	Appropriate components of interactive Handbook and aspects of the language used	3	4	75%	Agree
15	Completeness of Handbook identity	3	4	75%	Agree
SUM		**52**	**60**	**87%**	**Strong Agree**

The frequency distribution of each indicator observed is as follows:

Table 4.3.1, Design of handbook

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.3.2, learn the language of the fable book

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.3.3, how to write and the arrange handbook

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.3.4, the suitability of the cover design with the material

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.3.5, appropriate font selection

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.3.6, accuracy in font size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.3.7, accuracy in paper size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.3.8, the suitability of handbook with difficulties experienced by students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.3.9, easy to stor the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose agree, from the ideal score 4 (100%).

Table 4.3.10, easy to carry the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.3.11, easy to use the handbook

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.3.12, easy to understand the handbook

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.3.13, the quality and the attractiveness of the material contained in handbook

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.3.14, appropriate components of interactive handbook and aspect of the language used

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.3.15, completeness of handbook identity

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

2) Expert of Material Validation

Material expert assessment is to assess the content of learning material contained in Fable book. The expert who became a validator in this study was one of the lecturers at the State Islamic University Sultan Maulana Hasanudin Banten named Eulis Miss. Rahmawati M.Pd. Who teaches English for Young Learner to

students of UIN Banten. This validity test was carried out on April 7, 2021. The following is an assessment questionnaire obtained:

Table 4.4 Expert of Material Validation

No	Aspect of Assessment	Raw Score	Ideal Score	%	Result
1	Handbook compatibility with basic competence	4	4	100%	Strong Agree
2	Conformity of Media with learning objectives	4	4	100%	Strong Agree
3	Handbook compliance with Competency Standards	4	4	100%	Strong Agree
4	Suitability of the Handbook with Characteristics of students	3	4	75%	Agree
5	Handbook compatibility with students' needs	4	4	100%	Strong Agree
6	Clarity of examples	4	4	100%	Strong Agree
7	The fable book is easy for students to understand	4	4	100%	Strong Agree
8	Handbook can encourage class activities	4	4	100%	Strong Agree
9	The use of the fable book can facilitate students in learning English	3	4	75%	Agree
10	Fill in the fable book in accordance with the teaching resources used	4	4	100%	Strong Agree
11	Handbook is easy to use by teachers	4	4	100%	Strong Agree
12	Handbook can be used by students	4	4	100%	Strong Agree
13	Handbook can increase students' interest in learning English	4	4	100%	Strong Agree
14	Handbook can be used	4	4	100%	Strong Agree

	individually or in groups				
15	Handbook can increase student motivation	4	4	100%	Strong Agree
SUM		**58**	**60**	**97%**	**Strong agree**

The frequency distribution of each indicator observed is as follows:

Table 4.4.1, handbook compatibility with the basic competence

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.2, conformity of media with learning objectives

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.3, handbook compliance with competency standard

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.4, suitability of the handbook with characteristic of students

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.5, handbook compatibility with the students' need

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.6, clarity of example

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.7, the fable book is easy for students to understand

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.8, handbook can encourage class activities

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.9, using fable book can facilitate students in learning English

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.4.10, fill in the fable book in accordance with the teaching resources used

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.11, handbook is easy to use by the teacher

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.12, handbook can be used by students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.13, handbook can increase students interest in learning English

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.14, handbook can be used individually or in group

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.4.15, handbook can increase students motivation

Raw Score	**Ideal Score**	**Percentage**	**Result**
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

3) English Teacher Validation

English teacher validation is to assess the content of learning media and material contained in Fable book. The English teacher who became a validator in this study was one of the teacher at the elementary school of Panjangjaya 1 named Mr. Andi Muhadi S.Pd. Who teaches English language to students of Panjangjaya1. This validity test was carried out on April 7, 2021. The following is an assessment questionnaire obtained:

4	The suitability of the cover design with the material	4	4	100%	Strong agree
5	Appropriate font selection	4	4	100%	Strong agree
6	Accuracy in font size	4	4	100%	Strong agree
7	Accuracy in ppaper size	4	4	100%	Strong agree
8	The suitability of handbook with difficulties experienced by students	4	4	100%	Strong agree
9	Easy to stor handbook	4	4	100%	Strong agree
10	Easy to carry handbook	4	4	100%	Strong agree
11	Easy to use handbook	4	4	100%	Strong agree
12	Easyy to understand handbook	3	4	75%	Agree
13	The quality and attractiveness of the material contained in handbook	3	4	75%	Agree
14	Appropriate components of product with aspects of the language needed	4	4	100%	Strong agree
15	Completeness of handbook identity	3	4	75%	Agree
Material					
1	Handbook compatibility with Basic Competence	4	4	100%	Strong agree
2	Conformity of Media with Learning Objectives	4	4	100%	Strong agree
3	Handbook Compliance with Competency Standards	4	4	100%	Strong agree
4	Suitability of the Handbook with Characteristics of students	4	4	100%	Strong agree
5	Handbook compatibility with students' needs	4	4	100%	Strong agree
6	Clarity of examples	3	4	75%	Agree
7	The fable book is easy for	3	4	75%	Agree

	students understanding				
8	Handbook can encourage class activities	4	4	100%	Strong agree
9	The use of the fable book can facilitate students in learning English	4	4	100%	Strong agree
10	Fill in the fable book in accordance with the teaching resources used	3	4	75%	Agree
11	Handbook is easy to use by teachers	4	4	100%	Strong agree
12	Handbook can be used by students	3	4	75%	Agree
13	Handbook can increase students' interest in learning English	3	4	75%	Agree
14	Handbook can be used individually or in groups	4	4	100%	Strong agree
15	Handbook can increase student motivation	4	4	100%	Strong agree
SUM		**112**	**120**	**93 %**	**Strong Agree**

The frequency distribution of each indicator observed is as follows:

(1) Validation Aspect of Media

Table 4.5.1, design of handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.2, the equaling of handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.4, how to write and arrange of handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.5, appropriate font selection

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.6, accuracy in font size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.7, accuracy in paper size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.8, the suitability of handbook with difficulties experienced by students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.9, easy to stor the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.10, easy to carry the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.11, easy to use the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.12, easy to understand the handbook

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.13, the quality and attractiveness of the material contained in handbook

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.14, appropriate components of product with aspect of the language needed

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.15, completeness of handbook identity

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

(2) Validation aspect of Material

Table 4.5.1, handbook compatibility with basic competence

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.2, conformity of media with learning objective

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.3, handbook compliance with competency standard

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.4, suitability of the handbook with characteristic of students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.5, handbook compatibility with students' needs

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.6, clarity of example

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.7, the fable book is easy for students understanding

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.8, handbook can encourage class activities

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.9, using fable book can facilitate students in learning English

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.10, fill fable book in accordance with the teaching resources used

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.12, handbook is easy to use by teacher

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.12, handbook can be used by students

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.13, handbook can increase students' interest in learning English

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.14, handbook can be used individually or in groups

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.5.15, handbook can increase students motivation

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

2) Revision Phase 1

The revision of the stage play after the learning media is evaluated by the expert of media and the expert of material. Comments/suggestions for improvement provided by validators/experts are used as material for product improvement studies. After the product has been improved

according to comments/suggestions, the product is ready to be tested on students. The following are coment results from both experts:

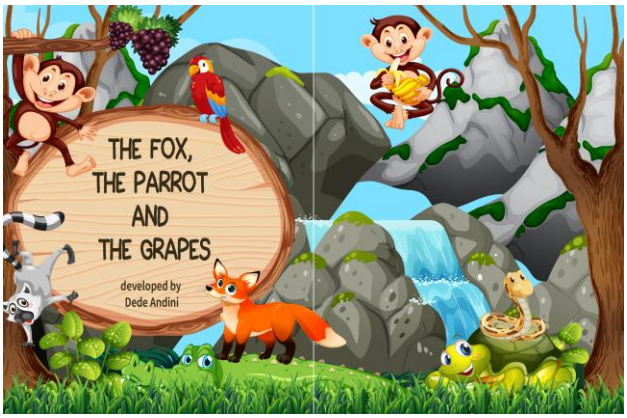
Table 4.6 : Revision Fable book from the Validators

No	Expert	Suggest
1.	Media	1. Tidy up the cover 2. Correct every word typo
2.	Material	1. Correct the foreword 2. Add the evaluation in the last page 3. Tidy up the page of story 4. Writing Consistency

(a) Revision from Expert of Media

(1) Tidy up the cover

Before revision



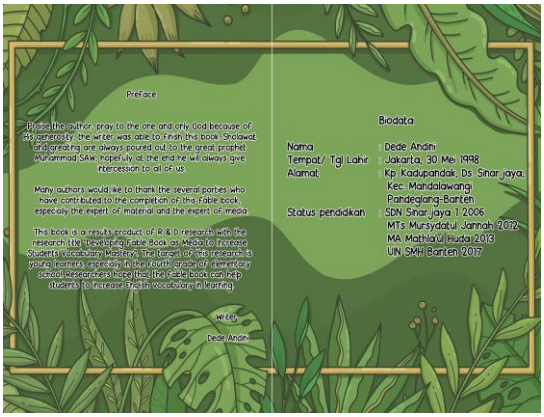
After Revision

At first glance it may seem that there is no difference between before and after revision, but actually there is important point. Previously the cover of the Fable book was upside down, while after the revision the cover had been neat.

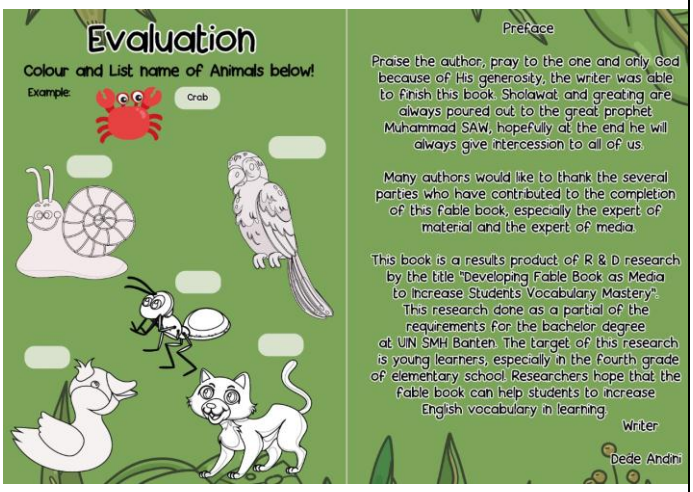
(b) Revision Expert of Material

(1) Preface and Profile

Before Revision



After Revision



From the picture above explains, before revision the product does not use the evaluation so that the researcher add the evaluation to measure students understanding and mastery of the material. In the evaluation also the students has to color based on their selves the picture to create their creativity.

(2) Tidy up the page of story

Before revision

After revision

Before revision the first page to the next page is irregular and after revision the product is improved to be better.

After some input provided by the validators was corrected, the researcher then returned the questionnaire to the expert of media

and material about the feasibility of this Fable book. The results of the second questionnaire are described as following:

a. Expert of Material validation after revised

After the product was revised, the expert of media refills the questionnaire that was filled in the previous questionnaire. The function of this questionnaire is to see the difference between pre-revision and revised product. If the score increase after revision, it's mean the product has improved.

Table 4.7 Expert of Material Validation after Revision

No	Aspect of Assessment	Raw score	Ideal Score	%	Result
1	handbook compatibility with the basic competence	4	4	100%	Strong Agree
2	Conformity of Media with Learning Objectives	4	4	100%	Strong Agree
3	Teaching Resources Compliance with Competency Standards	4	4	100%	Strong Agree
4	Suitability of the Teaching Resources with Characteristics of students	4	4	100%	Strong Agree
5	Teaching Resources compatibility with students' needs	4	4	100%	Strong Agree

6	Clarity of examples	4	4	100%	Strong Agree
7	The fable book is easy for students to understand	4	4	100%	Strong Agree
8	Teaching Resources can encourage class activities	4	4	100%	Strong Agree
9	The use of the fable book can facilitate students in learning English	3	4	75%	Agree
10	Fill in the fable book in accordance with the teaching sources used	4	4	100%	Strong Agree
11	Teaching Resources is easy to use by teachers	4	4	100%	Strong Agree
12	Teaching Resources can be used by students	4	4	100%	Strong Agree
13	Teaching Resources can increase students' interest in learning English	4	4	100%	Strong Agree
14	Teaching Resources can be used individually or in groups	4	4	100%	Strong Agree
15	Teaching Resources can increase student motivation	4	4	100%	Strong Agree
SUM		**59**	**60**	**98%**	**Strong Agree**

The frequency distribution of each indicator observed is as follows:

Table 4.6.1, handbook compatibility with the basic competence

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.2, conformity of media with learning objectives

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.3, handbook compliance with competency standard

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.4, suitability of handbook with characteristic of students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.5, handbook compatibility with students needs

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.6, clarity of example

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.7, the fable book is easy for students understanding

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.8, handbook can encourage class activities

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.9, using fable book can facilitate students in learning English

Raw Score	Ideal Score	Percentage	Result
3	4	75%	Agree

From the table above shows the result of design of handbook followed by raw 5 (75%) that chose agree, from the ideal score 4 (100%).

Table 4.6.10, fill in the fable book in accordance with the teaching resources used

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.11, handbook is easy to use by teacher

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.12, handbook can be used by students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.13, handbook can increase students interest in learning English

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.14, handbook can be used individually or group

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.6.15, handbook can increase students motivation

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

b. Expert of Media validation after revised

The expert of media is refills the questionnaire to know the feasibility of Fable book after revision.

Table 4.7 Expert of Media validation after revision

No	Aspect of Assessment	Raw Score	Ideal Score	%	Result
1	Design of Handbook	4	4	100%	Strong Agree
2	Learn the language of the fable Book	4	4	100%	Strong Agree
3	How to write and arrange Handbook	4	4	100%	Strong Agree
4	The suitability of the cover design with the material	4	4	100%	Strong Agree
5	Appropriate font selection	4	4	100%	Strong Agree
6	Accuracy in font size	4	4	100%	Strong Agree
7	accuracy in paper size	4	4	100%	Strong Agree
8	The suitability of Handbook with difficulties experienced	3	4	75%	Agree

	by students				
9	Easy to stor the Handbook	4	4	100%	Strong Agree
10	Easy to carry the Handbook	4	4	100%	Strong Agree
11	Easy to use of Handbook	4	4	75%	Strong Agree
12	Easy to understand the Handbook	3	4	75%	Agree
13	The quality and attractiveness of the material contained in Handbook	4	4	100%	Strong Agree
14	Appropriate components of interactive Handbook and aspects of the language used	4	4	100%	Strong Agree
15	Completeness of Handbook identity	4	4	100%	Strong Agree
SUM		**58**	**60**	**97 %**	**Strong Agree**

The frequency distribution of each indicator observed is as follows:

Table 4.7.1, design of handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.2, learn the language of the fable book

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.3, how to write and arrange handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.4, the suitability of cover design with the material

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.5, appropriate font selection

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.6, accuracy in font size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.7, accuracy in paper size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.8, the suitability of handbook with difficulties experienced by students

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 3 (75%).

Table 4.7.9, easy to stor the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.10, easy to carry the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.11, easy to use the handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.12, easy to understand the handbook

Raw Score	Ideal Score	Percentage	Result
3	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 3 (75%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.13, the quality and attractiveness of the material contained in handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.14, appropriate components of interactive handbook and aspect of the language used

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.7.15, completeness of handbook identity

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

c. English Teacher Validation after revised

Table 4.8 English Teacher validation after revision

No	Aspect of Assessment	Row Score	Ideal Score	%	Result
Media					
1	Design of handbook	4	4	100%	Strong agree
2	The equaling of handbook	4	4	100%	Strong agree
3	How to write and arrange handbook	4	4	100%	Strong agree
4	The suitability of the cover design with the material	4	4	100%	Strong agree
5	Appropriate font selection	4	4	100%	Strong agree
6	Accuracy in font size	4	4	100%	Strong agree
7	accuracy in ppaper size	4	4	100%	Strong agree
8	The suitability of handbook with difficulties experienced by students	4	4	100%	Strong agree
9	Easy to stor handbook	4	4	100%	Strong agree
10	Easy to carry handbook	4	4	100%	Strong agree
11	Easy to use handbook	4	4	100%	Strong agree
12	Easy to understand handbook	4	4	75%	Agree
13	The quality and attractiveness of the material contained in handbook	4	4	75%	Agree
14	Appropriate components of	4	4	100%	Strong agree

	product with aspects of the language needed				
15	Completeness of handbook identity	3	4	75%	Agree
Material					
1	Handbook compatibility with Basic Competence	4	4	100%	Strong agree
2	Conformity of Media with Learning Objectives	4	4	100%	Strong agree
3	Handbook Compliance with Competency Standards	4	4	100%	Strong agree
4	Suitability of the Handbook with Characteristics of students	4	4	100%	Strong agree
5	Handbook compatibility with students' needs	4	4	100%	Strong agree
6	Clarity of examples	4	4	75%	Agree
7	The fable book is easy for students understanding	4	4	75%	Agree
8	Handbook can encourage class activities	4	4	100%	Strong agree
9	The use of the fable book can facilitate students in learning English	4	4	100%	Strong agree
10	Fill in the fable book in accordance with the teaching resources used	3	4	75%	Agree

11	Handbook is easy to use by teachers	4	4	100%	Strong agree
12	Handbook can be used by students	4	4	100%	Agree
13	Handbook can increase students' interest in learning English	4	4	100%	Strong Agree
14	Handbook can be used individually or in groups	4	4	100%	Strong agree
15	Handbook can increase student motivation	4	4	100%	Strong agree
SUM		**118**	**120**	**98 %**	**Strong Agree**

The frequency distribution of each indicator observed is as follows:

(a) Aspect Assessment of Media

Table 4.8.1, design of handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.2, equal of handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.3, how to write and arrange handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.4, the suitability of the cover design with the material

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.5, appropriate font selection

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.6, accuracy in font size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.7, accuracy in paper size

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.9, easy to stor handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.10, easy to carry handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.1, easy to use handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.12, easy to understand handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.13, the quality of attractiveness of the material contained in handbook

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.14, appropriate components of the product with aspect of the language needed

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.15, completeness of handbook identity

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

(b) Aspect assessment of material

Table 4.8.1, handbook compatibility with basic competences

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.2, conformity of media with learning objectives

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.3, handbook compliance with competences standard

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.4, suitability of the handbook with the characteristic of the students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.5, handbook compatibility with students need

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.6, clarity of example

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.7, the fable book is easy for students understanding

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.8, handbook can encourage class activities

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.9, using of fable book can facilitate the students in learning English

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.10, fill in the fable book in accordance with the teaching resources used

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.11, handbook is easy to use by teacher

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.12, handbook can be used by students

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.13, handbook can increase students interest in learning English

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.14, handbook can be used individually or group

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

Table 4.8.15, handbook can increase students motivation

Raw Score	Ideal Score	Percentage	Result
4	4	100%	Strong Agree

From the table above shows the result of design of handbook followed by raw 4 (100%) that chose strong agree, from the ideal score 4 (100%).

4. Implementation

In the implementation phase, a trial of learning media products is conducted on the user (students). Product trials are carried out in two stages: small group trials and big group trials. The following trials were carried out at the evaluation stage:

1. Small Group Trial

A small group trial was conducted on fourth grade students of SDN Sinarjaya 1, amounting to 5 students, selected randomly from 30 students overall. This trial produces student assessment response data on the product and product comments/suggestions that will be used as a reference for improvement before the large group trial. Student assessment response data is then analyzed to find out the results of the product assessment responses according to students in small group trials.

Table 4.9 Small Group Trial Questionneire Result

No	**Aspect**	**Respond**				**Presentation (%)**			
		1	**2**	**3**	**4**	**1**	**2**	**3**	**4**
Physical Aspects									
1	The contents of the Fable Book are easy to understand	0	1	4	0	0%	20 %	80%	0%
2	The size used is appropriate	0	0	5	0	0%	0%	100%	0%
3	The content in the fable book easy for me to understand	0	1	4	0	0%	20 %	80%	0%

4	Design Fable Book made me interested in English	0	0	5	0	0%	0%	100%	0%
5	The words contained in the Fable Book according to student needs	0	0	4	1	0%	0%	80%	20%
Use Aspects									
6	Using the Fable book in English Language Teaching is more fun	0	0	4	1	0%	0%	80%	20%
7	Fable book can add to my knowledge	0	0	3	2	0%	0%	60%	40%
8	I enjoyed attending the English Language Teaching using the Fable book	0	1	2	2	0%	20 %	40%	40%
9	Fable Book make me easy to remember English vocabulary	0	0	5	0	0%	0%	100%	0%

10	Fable Book made me interested to learn English more deeply	0	1	4	0	0%	20 %	80%	0%
Utilizing Aspects									
11	Fable book can motivate students to learn English	0	0	5	0	0%	0%	100%	0%
12	Providing media that makes students easy to understand English story	0	1	4	0	0%	20 %	80%	0%
13	Increase student interest in learning	0	0	5	0	0%	0%	100%	0%
14	Reducing students' fear of speaking English words	0	0	4	1	0%	0%	80%	20%
15	Motivate students to actively read	0	2	3	0	0%	40 %	60%	0%
SUM		**0**	**7**	**61**	**7**	**0 %**	**9,3 %**	**81,4 %**	**93,3 %**

The frequency distribution of each indicator observed is as follows:

Table 4.9.1, The contents of the fable Book are easy to understand

Option	Frequency	Percentage
Strong Agree	0	0%
Agree	4	80%
Disagree	1	20%
Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of the first statement is nothing respondent chose strong agree, that the contents of the Fable Book are easy to understand, followed by 4 (80%) that chose agree, and there are 1 (20%) chose Disagree, and there is no respondents choosing strong disagree with this statement.

Table 4.9.2, The size used is appropriate

Option	Frequency	Percentage
Strong Agree	0	0%
Agree	5	100%
Disagree	0	0%
Strong Disagree	0	0%
Total	**5**	**100 %**

`From chart above shows the result of this statement is nothing respondent chose strong agree, that The size used is appropriate,

followed by 5 (100%) that chose agree, and there is no respondents choosing disagree and strong disagree with this statement.

Table 4.9.3, The content in the fable book easy for me to understand

Option	Frequency	Percentage
Strong Agree	0	0%
Agree	4	80%
Disagree	1	20%
Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of this statement is nothing respondent chose strong agree, that The content in the fable book easy for me to understand, followed by 4 (80%) that chose agree, and there are 1 (20%) chose Disagree, and there is no respondents choosing strong disagree with this statement.

Table 4.9.4, Design Fable Book made me interested in English

Option	Frequency	Percentage
Strong Agree	0	0%
Agree	5	100%
Disagree	0	0%
Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of this statement is nothing respondent chose strong agree, that The Design Fable Book made me interested in English, followed by 5 (100%) that chose agree, and there is no respondents choosing disagree and strong disagree with this statement.

Table 4.9.5, The words contained in the Fable Book according to student needs

Option	**Frequency**	**Percentage**
Strong Agree	1	20%
Agree	4	80%
Disagree	0	0%
Strong Disagree	0	0%
Total	**5**	**100 %**

The table above shows almost the same answers among the respondents. 20% of the respondents stated Strong Agree, and 80% % of the respondents stated Agree. The conclusion is that the majority of the students rate that The words contained in the Fable Book according to student needs.

Table 4.9. 6, Using the Fable book in English Language Teaching is more fun

Option	**Frequency**	**Percentage**
Strong Agree	1	20%

Agree	4	80%
Disagree	0	0%
Strong Disagree	0	0%
Total	**5**	**100 %**

The table above shows almost the same answers among the respondents. 20% of the respondents stated Strong Agree, and 80% % of the respondents stated Agree. The conclusion is that the majority of the students' rate that using the Fable book in English Language Teaching is more fun

Table 4.9.7, Fable book can add to my knowledge

Option	**Frequency**	**Percentage**
Strong Agree	2	40%
Agree	3	60%
Disagree	0	0%
Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of this statement is there are 2 (40%) respondent chose strong agree, that the contents of the Fable Book can add to my knowledge, followed by 3 (60%) that chose agree, and there is no respondents chose Disagree and strong disagree with this statement.

Table 4.9.8, I *enjoyed attending the English Language Teaching using the Fable book*

Option	Frequency	Percentage
Strong Agree	2	40%
Agree	2	40%
Disagree	1	20%
Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of this statement is there are 2 (40%) respondent chose strong agree, that the contents of the Fable Book can make enjoyed attending English language teaching, followed by 2 (40%) that chose agree, also only 1 (20%) that chose disagree, and there is no respondents chose strong disagree with this statement.

Table 4.9.10, Fable Book made me interested to learn English more deeply

Option	Frequency	Percentage
Strong Agree	0	0%
Agree	4	80%
Disagree	1	20%
Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of this statement is there is no respondent chose strong agree, that the contents of the Fable Book made

students more interested to learn English, followed by 4 (80%) that chose agree, also by 1 (20%) respondent chose disagree and there is no respondents chose strong disagree with this statement.

Table 4.9.11, Fable book can motivate students to learn English

Option	Frequency	Percentage
Strong Agree	0	0%
Agree	5	100%
Disagree	0	0%
Strong Disagree	0	0%
Total	**5**	**100 %**

The table above shows almost the same answers among the respondents. Nothing respondents stated Strong Agree, and 100% of the respondents stated Agree. The conclusion is that the majority of the students rate that the Fable book can motivate students to learn English.

Table 4.9.12, Providing media that makes students easy to understand English story

Option	Frequency	Percentage
Strong Agree	0	0%
Agree	4	80%
Disagree	1	20%
Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of the this statement is there is no respondent chose strong agree, that the contents of the providing media makes it easy for students, followed by 4 (80%) that chose agree, also 1 (20%) that chose disagree, and there is no respondents chose strong disagree with this statement.

Table 4.9.13, Increase students' interest in learning

Option	**Frequency**	**Percentage**
Strong Agree	0	0%
Agree	5	100%
Disagree	0	0%
Strong Disagree	0	0%
Total	**5**	**100 %**

The table above shows almost the same answers among the respondents. Nothing respondents stated Strong Agree, and 100% of the respondents stated Agree. The conclusion is that the majority of the students rate that the Fable Book is increase students interest in learning.

Table 4.9.14, Fable book can be used individually or in groups

Option	**Frequency**	**Percentage**
Strong Agree	1	20%
Agree	4	80%
Disagree	0	0%

Strong Disagree	0	0%
Total	**5**	**100 %**

From chart above shows the result of the this statement is there is 1 (20%) respondent chose strong agree, that the contents of the Fable Book can be use individually or group, followed by 2 (80%) that chose agree, and there is no respondents chose Disagree and strong disagree with this statement.

Table 4.9.15, Motivate students to actively read

Option	**Frequency**	**Percentage**
Strong Agree	0	0%
Agree	3	60%
Disagree	2	40%
Strong Disagree	0	0%
Total	**5**	**100 %**

The table above shows almost the same answers among the respondents. Nothing respondents stated Strong Agree, and 60% % of the respondents stated Agree. The conclusion is that the majority of the students rate that The Fable book Motivate students to actively read.

2. Revision Phase 2

The second phase of the revision is done after interactive learning media is examined on students in small group trials.

Comments/suggestions given by students are used as reference material for product improvement. After the product is repaired according to students' suggestions, the next product is applied to students at the large group/field trial stage. However, in this study, after the small group trials were conducted, no input or suggestion was given by participants for this book. So, there is no second revision in this study.

a) Big Trial

Field trials were carried out on the fourth grade students of SDN Panjangjaya 1, the numbered around 30 students. This field trial produces data on student response responses to the product being developed. This data is then analyzed to find out the results of the response assessment of learning media products according to students in field trials. The following is the assessment questionnaire obtained:

Table 4.10 Big group trial questionneire result

No	Aspect	Respond				Presentation (%)			
		1	2	3	4	1	2	3	4
Physical Aspects									
1	The contents of the fable Book are easy to understand	0	0	16	14	0%	0 %	53,4%	46,6%

2	The size used is appropriate	0	2	13	15	0%	6,6%	43,4%	50%
3	The content in the fable book easy for me to understand	0	0	18	12	0%	0%	60%	40%
4	Design Fable Book made me interested in English	0	2	7	19	0%	6,6%	24,7%	65,4%
5	The words contained in the Fable Book according to student needs	0	2	8	20	0%	6,6%	26,7%	66,7%
Use Aspects									
6	Using the Fable book in English Language Teaching is more fun	0	0	7	23	0%	0%	23,4%	76,6 %
7	Fable book can add to my knowledge	0	3	7	20	0%	10%	23,3%	66,7 %
8	I enjoyed attending the English Language Teaching using the Fable book	0	0	14	16	0%	0%	46,6%	53,4 %
9	Fable Book make me easy to memorize English vocabulary	0	1	18	11	0%	3,3%	69%	36,7 %
10	Fable Book made me	1	1	15	13	3,3	3,3%	50%	43,4

	interested to learn English more deeply					%			%
Utilizing Aspects									
11	Fable book can motivate students to learn English	0	0	11	19	0%	0%	36,7%	63,3 %
12	Providing media that makes students easy to remember English word	0	3	16	11	0%	10%	53,3%	36,7 %
13	Increase student interest in learning	0	1	14	15	0%	3,3%	46,7%	50%
14	Reducing students' fear of speaking English words	0	1	13	16	0%	3,3%	43,3%	53,4 %
15	Motivate students to actively read	0	1	17	12	0%	3,3%	56,7%	40
SUM		**1**	**17**	**194**	**236**	**0,22 %**	**3,75 %**	**43,8%**	**52,6 %**

The frequency distribution of each indicator observed is as follows :

Table 4.10. 1, The contents of the Fable Book are easy to understand

Option	**Frequency**	**Percentage**
Strong Agree	14	46,6%

Agree	16	53,4%
Disagree	0	0%
Strong Disagree	0	0%
Total	**30**	**100 %**

The results of the questionnaire are known that of 30 students, giving answers to the first questionnaire number: "The contents of the Fable Book are easy to understand" obtained a strong agree score of 14 students 14: 30x100 = 46.6% while those who answered agree there were 16 students 16: 34x100 = 53.4% and none of the students answered disagree and strong disagree.

Table 4.10.2, The size used is appropriate

Option	**Frequency**	**Percentage**
Strong Agree	15	50%
Agree	13	43,4%
Disagree	2	6,6%
Strong Disagree	0	0%
Total	**30**	**100 %**

From chart above shows the result of this statement is nothing respondent chose strong disagree, that The size used is appropriate, followed by 2 (6,6%) that chose disagree, and 13 students (43,4%) choose agree, also 15 (50%) strong agree with this statement.

Table 4.10.3, The content in the fable book easy for me to understand

Option	Frequency	Percentage
Strong Agree	12	40%
Agree	18	60%
Disagree	0	0%
Strong Disagree	0	0%
Total	**30**	**100 %**

The table above shows almost the same answers among the respondents. 12 (60%) of the respondents stated Strong Agree, and 18 (60%) of the respondents stated Agree. The conclusion is that the majority of the students rate that The words contained in the Alphabet Book according to student needs and there is no respondents chose disagree and strong disagree.

Table 4.10.4, Design Fable Book made me interested in English

Option	Frequency	Percentage
Strong Agree	19	65,4%
Agree	7	24,7%
Disagree	2	6,6%
Strong Disagree	1	3,3%
Total	**30**	**100 %**

From chart above shows the result of this statement is 19 respondent (65,4%) chose strong agree, that The Design fable Book made me

interested in English, followed by 7 (24,7%) that chose agree, and there are 2 respondents (6,6%) choosing disagree and strong disagree with this statement is only 1 (3,3%).

Table 4.10.5, The words contained in the Fable Book according to student needs

Option	**Frequency**	**Percentage**
Strong Agree	20	66,7%
Agree	8	26,7%
Disagree	2	6,6%
Strong Disagree	0	0%
Total	**30**	**100 %**

From chart above shows the result of this statement is 20 students (66,7%) chose strong agree, that The words contained in the Fable Book according to student needs, followed by 8 (26,7%) that chose agree, and there are 2 (6,6%) chose Disagree, and there is no respondents choosing strong disagree with this statement.

Table 4.10.6, Using the Fable book in English Language Teaching is more fun

Option	**Frequency**	**Percentage**
Strong Agree	23	76,6%
Agree	7	23,4%
Disagree	0	0%

Strong Disagree	0	0%
Total	**30**	**100 %**

The table above shows almost the same answers among the respondents. 23 (76,6%) of the respondents stated Strong Agree, and 7 (23,4%) of the respondents stated Agree. The conclusion is that the majority of the students rate that Using the Fable book in English Language Teaching is more fun and there is no respondents chose disagree and strong disagree.

Table 4.10.7, Fable book can add my knowledge

Option	**Frequency**	**Percentage**
Strong Agree	20	66,7%
Agree	7	23,3%
Disagree	3	10%
Strong Disagree	0	0%
Total	**30**	**100 %**

From chart above shows the result of this statement is there are 20 (66,7%) respondent chose strong agree, that the contents of the Fable Book can add to my knowledge, followed by 7 (23,3%) that chose agree, 3 (10%) respondents chose Disagree and there is no respondents choose strong disagree in this statement.

Table 4.10.8, I enjoyed attending the English Language Teaching using the Fable book

Option	Frequency	Percentage
Strong Agree	16	53,4%
Agree	14	46,6%
Disagree	0	0%
Strong Disagree	0	0%
Total	**30**	**100 %**

From chart above shows the result of this statement is there are 16 (53,4%) respondent chose strong agree, that the contents of the Fable Book can make enjoyed attending English language teaching, followed by 14 (46,6%) that chose agree, also there is no respondent that chose disagree, and there is no respondents chose strong disagree with this statement.

Table 4.10.9, Fable Book make me easy to memorize English Vocabulary

Option	Frequency	Percentage
Strong Agree	11	36,7%
Agree	18	69%
Disagree	1	3,3%
Strong Disagree	0	0%
Total	**30**	**100 %**

The table above shows almost the same answers among the respondents. There are 11 (36,7%) respondents stated Strong Agree, and 18 of the

respondents (59%) stated Agree. And followed by 1 (3,3%) chose disagree, also nothing respondent chose strong disgaree. The conclusion is that the majority of the students rate that the Fable Book is make easy to memorize English vocabulary.

Table 4.10.10, Fable Book made me interested to learn English more deeply

Option	**Frequency**	**Percentage**
Strong Agree	13	43,4%
Agree	15	50%
Disagree	1	3,3%
Strong Disagree	1	3,3%
Total	**30**	**100 %**

From chart above shows the result of this statement is there are 13 (43,4%) respondent chose strong agree, that the contents of the fable Book made students more interested to learn English, followed by 15 (50%) that chose agree, also by 1 (3,3%) respondent chose disagree and 1 (3,3) respondent chose strong disagree with this statement.

Table 4.10.11, Fable book can motivate students to learn English

Option	**Frequency**	**Percentage**
Strong Agree	19	63,3%
Agree	11	36,7%
Disagree	0	0%

Strong Disagree	0	0%
Total	**30**	**100 %**

The table above shows almost the same answers among the respondents. 19 (63,3%) respondents stated Strong Agree, and 11 (36,7%) of the respondents stated Agree, and there is no respondent chose disagree and strong disagree The conclusion is that the majority of the students rate that the Fable book can motivate students to learn English.

Table 4.10.12, Providing media that makes Students easy to memorize English

Option	**Frequency**	**Percentage**
Strong Agree	11	36,7%
Agree	16	53,3%
Disagree	3	10%
Strong Disagree	0	0%
Total	**30**	**100 %**

From chart above shows the result of the this statement is there are 11 (36,7%) respondents chose strong agree, that the contents of the providing media makes students easy to memorize English, followed by 16 (53,3%) that chose agree, also 3 (10%) that chose disagree, and there is no respondents chose strong disagree with this statement.

Table 4.10.13, Increase student interest in learning

Option	Frequency	Percentage
Strong Agree	15	50%
Agree	14	46,7%
Disagree	1	3,3%
Strong Disagree	0%	0%
Total	**30**	**100 %**

From chart above shows the result of the this statement is there are 15 (46,7%) respondents chose strong agree, that the fable book increase stuents interest in learning, followed by 14 (46,7%) that chose agree, also 1 (3,3%) that chose disagree and there is no respondent choose strong disagree in this statement.

Table 4.10.14, Fable book can be used individually or in groups

Option	Frequency	Percentage
Strong Agree	16	53,4%
Agree	13	43,3%
Disagree	1	3,3%
Strong Disagree	0	0%
Total	**30**	**100 %**

From chart above shows the result of the this statement is there is 16 (53,4%) respondent chose strong agree, that the contents of the Fable Book can be use individually or group, followed by 15 (43,3%) that

chose agree, and there are 1 (3,3%) chose disagree, also there is no respondent chose strong disagree with this statement.

Table 4.10.15, Motivate students to actively read

Option	Frequency	Percentage
Strong Agree	12	40%
Agree	17	56,7%
Disagree	1	3,3%
Strong Disagree	0	0%
Total	**30**	**100 %**

The table above shows almost the same answers among the respondents. There are 12 (40%) respondents stated Strong Agree, and 17 (56,7%) of the respondents stated Agree. Followed by 1 (3,3%) respondent chsose disagree, and there is no respondents chose strong disagree. The conclusion is that the majority of the students rate that The fable book Motivate students to actively read.

5. Evaluation

Data Analysis

For the first data analysis, we will see the results of the validation experts and the responses of the participants; the function is to answer the research question number 1, which is what extent is fable book develop to English vocabulary mastery?

1. **The Result of Validation**

Table 4.11 The Result of Validation

No	Validator	Score	%	Result
1	Expert of Media	52	87%	Strong Agree
2	Expert of Material	58	97%	Strong Agree
	MEAN	**55**	**92%**	**Strong Agree**

Based on the data exposure above, we can see the result score obtained from the experts questionneire is 55 and the percentage is 92% which have **"strong agree"** results.

2. **The Result of Validation after Revision**

Table 4.12 The Result of Validation after Revision

No	Validator	Score	%	Result
1	Expert of Media	58	97%	Strong Agree
2	Expert of Material	59	98%	Strong Agree
	MEAN	**58,5**	**97,5%**	**Strong Agree**

Based on the data exposure above, we can see the result score obtained from the experts questionneire is 58,5 and the percentage is 97, 5% which have **"strong agree"** results.

3. **The Result of English Teacher Validation**

Tabel 4. 13, English Teacher Validation

No	Validator	Score	%	Result

1	Aspect Media	57	95%	Strong Agree
2	Aspect Material	55	92%	Strong Agree
	MEAN	**56**	**93,5%**	**Strong Agree**

Based on the data presentation above, we can see the result score obtained from the English teacher questionneire at SDN Pajangjaya 1 is 57 for the media aspect and the percentage is 95% where in the tabel 57 there are between 45-60 which have strong agree results. For the material aspects of English teacher gets 55 scores and the percentage is 92% that have the same results, namely strong agree. The results of the average value of both aspects (media and material aspects) are 56 which if presented the results are 93, 5% where in the rating score of 56 there are also between 45-60 and it can be concluded that the results of the validation of the English teacher at SD Panjangjaya 1 about The Developing Fable Book is **"Strong Agree"**.

4. English Teacher Validation after Revision

Tabel 4. 14, English Teacher Validation after Revision

No	Validator	Score	%	Result
1	Aspect Media	59	98%	Strong Agree
2	Aspect Material	59	98%	Strong Agree
	MEAN	**59**	**98%**	**Strong Agree**

Based on the data presentation above, we can see the result score obtained from the English teacher questionneire after revision at SDN Pajangjaya 1 is 59 for the media aspect and the presented is 98% where in the tabel 59 there are between 45 - 60 which have strong agree results. For the material aspects of English teacher gets 59 scores too which the percentage result is 98% and have the same results, namely strong agree. The results of the average value of both aspects (media and material aspects) are 59 which the percentage results are 98% where in the rating score of 59 there are also between 45-60 and it can be concluded that the results of the validation of the English teacher after revision at SDN Panjangjaya 1 about The Developing Fable Book is **"Strong Agree"**.

5. The Result of Small Group

Tabel 4. 15, The Result of Small Group

No	Aspect	Row Score	%	Result
1	Physical Aspect	78	78%	Strong Agree
2	Use Aspect	82	82%	Strong Agree
3	Utilizing Aspect	77	77%	Strong Agree
	MEAN	**79**	**79%**	**Strong Agree**

Based on the data above, we can see that the results of the small group trial respondents were 78% for the physical aspect, and 82% for the use aspect

and followed by 77% for the utilizing aspect. And the mean of the three aspects above is 79%, from the calculation of 79: 100 x 100 = 79% where 100 is the ideal score from small group trials. And the result of this small group trials is 79 where the number 79 is included in the category of strong agree in the rating score, so the conclusion is that the participants of the small group trials argue **"Strong Agree"** against this Fable book.

6. The Result of Big Group

Tabel 4.16, The Result of Big Group

No	Aspect	Row Score	%	Result
1	Physical Aspect	107,2	89,33%	Strong Agree
2	Use Aspect	103,2	86%	Strong Agree
3	Utilizing Aspect	103,4	86,16%	Strong Agree
	MEAN	**104,5**	**87,08%**	**Strong Agree**

Based on the data above, we can see that the results of the big group trial respondents were 89.3% for the physical aspect, and 86% for the use aspect and 86.16% for the utilizing aspect. It is mean the aspects above is 87.08%, from the calculation of 104, 5: 120 x 100 = 87.08% where 120 is the ideal score from the big group trials. The result of big group trials is 104, 5 and the number 104, 5 is included in the category strong agree in the rating score, so the conclusion is that the participant big group trials argue **"Strong Agree"** against this Fable book.

7. The Result of Physical Aspect Analysis

In the other hand, to answer the second research questions, researcher sought answers by analyzing the physical aspects contained in the questionire to find out what contexts of Fable book to develop English vocabulary.

Tabel 4.17, The Score of Physical Aspect Analysis

No	Aspect	Respond				Presentation (%)			
		1	2	3	4	1	2	3	4
Physical Aspects									
1	The contents of the fable Book are easy to understand	0	0	16	14	0%	0 %	53,4%	46,6%
2	The size used is appropriate	0	2	13	15	0%	6,6%	43,4%	50%
3	The content in the fable book easy for me to understand	0	0	18	12	0%	0%	60%	40%
4	Design Fable Book made me interested in English	0	2	7	19	0%	6,6%	24,7%	65,4%
5	The words contained in the Fable Book according to student needs	0	2	8	20	0%	6,6%	26,7%	66,7%

The data above is the questionnaire score obtained from participants or rourth grade students of SDN Panjangjaya 1, who then obtained the analyzed data to get the result and presentation each statement. From the data analysis results above as follows:

4.18 The result of physical aspect analysis

No	Statement	Row Score	Ideal Score	%	Result
1	The contents of the fable Book are easy to understand	**104**	**120**	**86,66%**	**Strong Agree**
2	The size used is appropriate	**83**	**120**	**69,16%**	**Strong Agree**
3	The content in the fable book easy for me to understand	**102**	**120**	**85%**	**Strong Agree**
4	Design Fable Book made me interested in English	**101**	**120**	**84,16%**	**Strong Agree**
5	The words contained in the Fable Book according to student needs	**108**	**120**	**90%**	**Strong Agree**

from the table above we can see the first statement has a row score of 104 obtained from the number of respodents x score , then (104: 120) which 120 is the ideal score from each statement, then the results (116: 136) x 100 to find out the number of presentations. The results of the score in the first statement is 86.66% it’s mean **"Strong Agree".** In the secound statement it can be seen that the score

obtained is 83: 120 x 100 then the presentation of the final score is 69,16% it's mean the second statement get the same results as the first statement, that is **"Strong Agree"**. In the third statement got a score 102: 120 x 100 = 85% its mean the result in this statement is **"Strong Agree"**. In the fourth statement got a score of 101: 20 x 100 = 8.84, 16% so that the results of the category is **"Strong Agree"**. The last statement get a score 108: 120 x 100 = 90% the result category is **"Strong Agree"**.

From the explanation above we can conclude that the result of the statement is strong result, its mean the fable book is appropriate to increase student's vocabulary mastery at elementary school.

b. Test

The researcher did test to the students to measure the students' knowledge vocabulary mastery. There two test of this research, the aspects of needs analysis obtained are as follows:

1. Pre Test

No	Name	Score of pre test
1	AG	75
2	A	50
3	AS	50
4	A	50
5	A	55
6	AMR	75

7	BNH	55
8	EN	25
9	II	70
10	IA	25
11	IP	60
12	ID	40
13	IS	55
14	LU	55
15	MFA	65
16	DFR	30
17	GNI	60
18	MD	65
19	MNH	55
20	MR	45
21	MR	45
22	MZ	80
23	P	60
24	RA	65
25	SB	50
26	S	70
27	SM	55
28	SN	60
29	SS	80
30	SU	75
	Total	**1700**
	Mean	**56,66**

Based on the tabel above it showed that the lowest score of pre-test is 30 and the highest score is 80. The total of this test is 1700 with the mean of pre-test is 56,66. Therefore, the writer conclude that the students' ability in English vocabulary at SDN Panjangjaya 1 is low.

2. Post-Test

No	Name	Score of pre test
1	AG	80
2	MTA	90
3	AS	75
4	A	70
5	A	85
6	AMR	75
7	BNH	75
8	EN	70
9	II	80
10	IA	60
11	IP	75
12	ID	80
13	GNI	85
14	LU	70
15	MFA	75
16	MAH	80
17	MA	80

18	MD	95
19	MNH	75
20	MR	80
21	MR	75
22	MZR	90
23	P	85
24	RA	70
25	SB	70
26	S	75
27	SM	65
28	SN	70
29	SS	80
30	SU	85
	Total	2345
	Mean	**78,16**

Based on the tabel above it showed that the lowest score of pre-test is 60, the highest score is 80 and the mean of post-test is 78,16. Therefore, the writer conclude that the students' ability in English vocabulary at SDN Panjangjaya 1 is increase then before.

In addition, based on the data above the ability of students vocabulary is increase after the researcher give treatment used fable book as additional media in English lesson. It can be seen from the score between pre-test and post-test. The total score of pre-test is 1700 with the mean 56.66 and the total score of post-test is

2345 with the mean 78, 16. From the result above, the research concluded that using fable book as media to increase students' vocabulary mastery is effective.