

ABSTRACT

Interesting things about the characters in folklore is something that really makes a person interested about the figures were read in a folklore text who read or listen it makes a person feel more curious about the things that attract the figures. One of strategies that can improve students' skills in finding interesting things from folklore, is starts with a question as a tool to motivate students to reveal hidden thoughts by asking questions to the teacher before the learning process.

The problems in that's research are: (1) Can the author plan, implement, and assess learning find interesting things folklore with learning learning strategy starts with a question in class X SMA Pasundan Bandung 3 ?; (2) Can the student class X SMA Pasundan 3 Bandung find interesting things in folklore text through reading ?; (3) is a question strategy in learning to find interest things in folklore text effective??

The method used by the authors in this study is one group pretest-posttest design, with literature review technique, observation, testing, and tests. The results of his research are as follows.

1. The author is able to carry out the study to find interesting things in folklore text with starts with a question strategy in class X SMA Pasundan 3 Bandung. This is proved by the results of planning and implementing learning assessment, that is 3.6. The ability of the authors included in the excellent category (A).

2. Students of class X-3 SMA Pasundan 1 Bandung are able to find things interesting in folklore text through reading. It is proved from the average value of pretest is 40,2, while the average value posttest 69. So the difference in value of the average pre-test and post-test that is 28,7.

3. Starts with a question strategy effectively used in finding interesting things in folklore text in class X-1 SMA Pasundan 3 Bandung. The results of the calculation the significance level mean difference between pretest to posttest value, $t_{hitung} 24,3 > t_{tabel} 2,14$.

Keywords: Learning, find, interesting things, figure, folklore, learning starts with a question