IMPROVING STUDENS' SPEAKING SKILL BY USING GUESSING GAME AT GRADE VIIIA OF SMP NEGERI 1 TANJUNGPINANG

THESIS



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ABSTRAK

NIRWATY, 2012. Meningkatkan Keterampilan Siswa Berbicara Dengan Menggunakan Permainan Menebak di kelas VIII A SMP Negeri 1 Tanjungpinang. Bagian Pendidikan Bahasa Inggris, Bahasa Program Pendidikan, Program Pascasarjana Universitas Negeri Padang.

Berbicara adalah salah satu keterampilan bahasa yang paling penting dalam komunikasi. Berdasarkan pengalaman peneliti dan pengamatan, keterampilan berbahasa siswa di kelas VIII A SMP Negeri 1 Tanjungpinang tidak seperti yang diharapkan atau berdasarkan kriteria penguasaan tingkat minimum (KKM). Kondisi ini mungkin disebabkan oleh kurang variasi dari teknik yang digunakan oleh guru dalam proses pembelajaran.

Penelitian ini digolongkan ke dalam penelitian tindakan kelas, Data dikumpulkan melalui tes, observasi dan interview, Lembar pengamatan, catatan lapangan dan wawancara digunakan untuk memperoleh informasi lebih lanjut.

Hasil temuan penelitian ini telah menjawab pertanyaan penelitian, bahwa dengan menerapkan permainan menebak dapat meningkatkan kemampuan berbahasa siswa dan motivasi belajar di SMP Negeri 1 Tanjungpinang.

Teknik ini berguna untuk meningkatkan keterampilan berbahasa siswa. Teknik ini sebaiknya sebagai salah satu alternative untuk diterapkan di SMP Negeri 1 Tanjungpinang, dan disarankan bagi sekolah yang keterampilan berbahasa siswanya kurang bagus dan motivasinya rendah untuk menerapkan dan mengembangkan metode ini untuk mengatasi masalah belajar bahasa Inggris mereka.

ABSTRACT

NIRWATY, 2012. Improving Students' Speaking Skill by Using Guessing Game at Grade VIII A of SMP Negeri 1 Tanjungpinang. English Education Section, Language Education Program, Graduate Program, State University of Padang.

Speaking is one of the most important language skills in communication. Based on the researcher's experience and observation, the speaking skill of students at the grade VIII A of SMP Negeri 1 Tanjungpinang was not as expected or under minimum mastery level criteria (KKM). This condition may be caused by the less variation of techniques used by the teacher in learning process.

This research is classified into classroom action research, Data were collected through test, observation, and interview. Observation sheets, field notes and interviews were used to obtain more information.

The findings of this research have answered the research questions, that the using Guessing game can improve students' speaking skill and learning motivation at SMP Negeri 1 Tanjungpinang.

This technique is very useful to improve students' speaking skill. This technique should be applied at SMP Negeri 1 Tanjungpinang, and it is suggested to school which has students' poor speaking skill and low motivation to apply and develop this method to overcome their learning English problem.

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Researcher

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CHAPTER

INTRODUCTION

A. Background of the Problem

Speaking is the process of building and sharing ideas through the use of verbal and non-verbal symbols. Speaking is a crucial part of second language learning and teaching. To achieve the goal of teaching speaking, students should improve their communicative skill. So they can express themselves and learn how to use a language. Students are aware that they should learn to speak the foreign language by interacting to others.

Teaching English at junior high schools is aimed at providing the students with communicative competence in English skills such as listening, speaking, reading, and writing. Speaking is one of the skills which important when someone learns a foreign language because one the main target in learning a foreign language is in speaking ability. Based on the researcher's observation, the speaking ability of the seventh grade of "RSBI" class students at SMP Negeri 1 Tanjungpinang in 2010/2011 academic year is still low. It is about 65 far from the expectation. Their speaking ability is unsatisfying. Most of them still have problems in communicating orally although they have been learning English since they were at Elementary School.

Based on the researcher's observation and experience in speaking class at SMP N 1 Tanjungpinang, especially at Grade VIII A, the problem in speaking could cause from many factors. There are internal and external factors. Internal factors are from the students themselves. The problem is that they are afraid of

making mistakes because they have lack of vocabulary. On the other hand, even though they have a lot of vocabulary but they are ashamed to speak, they are not brave enough to speak in front of their friends. A lot of students are shy to use English in real communication. Only some students are brave enough to use it in real situations. The other problems, almost none of them practice English outside the classroom, even in the teaching and learning process. Most of them still speak Indonesian or native language in learning English. So, the result is that they are not able to speak English properly and fluently, and most of the students fail in acquiring English.

Students' difficulties are not only caused by their internal factors but also by other factors that are external factors, such as: teaching strategy preparation, teaching development materials, teaching management, teaching evaluation, teachers' technique of teaching.

Basically the problems are caused by the external factors more than internal factors. The researcher's technique in teaching speaking by asking the students to memorize the dialogue was not interesting. It made the students have low motivation to speak. She has applied some strategies and techniques such as; telling about pictures series, describing pictures, telling stories, but in reality she found that most of her students still have low motivation to speak.

Based on the purpose of the research, the researcher wants to make her students to be motivated to speak in English by using Guessing Game. By applying some games such as: Charade, Pictionary, Yes and No, Contact. It is assumed that the students will be motivated and will enjoy learning speaking. The reason why the researcher is interested in applying Guessing Game is to improve

the students' motivation to speak English because Guessing Game can be implemented by the teacher in teaching speaking. Therefore, the researcher is interested in conducting research entitled "IMPROVING STUDENTS' SPEAKING SKILL BY USING GUESSING GAME AT GRADE VIII A OF SMP NEGERI 1 TANJUNGPINANG".

B. Identification of the Problem

Based on the background of the problem mentioned above, it can be identified that there are number of reasons that make students face difficulty in speaking.

The problems as follow:

- 1. The students have low speaking skill. They cannot speak fluently yet.
- The students cannot produce some word or sentences, because of the lack of vocabularies and practice.
- 3. The students are afraid of making mistakes.
- 4. It is difficult to express their ideas because they are not brave enough to speak in front of their friends.
- 5. The teacher's previous techniques by asking the students to memorize dialogue are not effective yet in teaching speaking.
- 6. Guessing Game used to motivated students in speaking

C. Formulation of the Problem

Based on the limitation of problem mentioned above, the problem of the research can be formulated as follows: "How does Guessing Game improve students' speaking skill at grade VIII A of SMPN 1 Tanjungpinang?

D. Research Question

This study is conducted to reveal the following research questions:

- 1. To what extent can Guessing game improve students' speaking skill at grade VIII A of SMP Negeri 1 Tanjungpinang?
- 2. What factors influence the changes of students' speaking skill at grade VIII A of SMP Negeri 1 Tanjungpinang by using guessing game?

E. Purpose of the Research

The purpose of the research is as follows.

- To explain to what extent Guessing Game can improve student's speaking skill at grade VIII A at SMP Negeri 1 Tanjungpinang.
- 2. To explain the factors that influence the changes of student's speaking skill at grade VIII A of SMP Negeri 1 Tanjungpinang.

F. Significance of the Research

In this research, the researcher expects that the research finding has benefits both theoretically and practically.

1. Theoretically

- a. It is expected that this research can be beneficial for the EF teachers who would like to use guessing game technique to improve students' speaking skill.
- b. The finding of the research can be used as the reference for those who want to conduct a research in English teaching learning process.

c. This research is also expected to be helpful as an input for administrators to provide facilities for speaking class.

2. Practically

- a. The research can improve the researcher herself in mastering English
- b. The result of the study can help researcher in teaching by using guessing game to decrease the students' problem related to speaking by improving their speaking competence and motivate them to be active in teaching learning process.

G. Definition of the key terms

- 1. Guessing game is a game in which a student or participant knows something and competes with others individually or in a team to identify or to find out a word, a phrase, a title, or the location of an object.
- 2. Speaking skill is the ability of speaker to convey message to the hearer in intention to be understood by the hearer, as well as the capability of expressing ideas, thoughts, feelings, emotions, and reaction in spoken language.

CHAPTER V

CONCLUSION, IMPLICATION AND SUGGESTION

A. Conclusion

- Based on the result of the research or findings, it can be concluded that:
 Guessing game better improves the students' English speaking skill at the first semester of VIIIA class of SMP Negeri 1 Tanjungpinang.
- 2. The factors that influence the changes of students' speaking skill at grade VIII A of SMP Negeri 1 Tanjungpinang are:
 - a. Variation
 - b. Classroom atmosphere
 - c. Students' participation
 - d. Reward

B. Implication

The findings and the conclusions of this research have some implications. The implications are as follow:

- Guessing game can be used at the first semester of VIIIA of SMP Negeri 1
 Tanjungpinang.
- Guessing game can give more opportunities for the students to practice English.

C. Suggestion

There are some suggestions that hopefully suggested be useful. The suggestions are presented in two kinds of suggestions, namely for English teacher in teaching speaking, and for further researchers in similar field of study.

First, Guessing game technique can be an alternative technique to overcome lesson boredom. Basically, students need to have interesting and

enjoyable language learning in order to keep a good spirit of learning. Next, teacher may use this Guessing game technique in order to measure students' speaking ability one by one. Finally teacher may use another game or the kinds of this game with varieties of procedure in teaching speaking.

For further research in similar field of study, there are also several suggestions. First, further researchers are suggested to find another technique that improves students' speaking skill. Meanwhile, the technique is expected to be meaningful and also enjoyable.

Next, further researchers are also suggested to apply this kind of technique for another level. Other researchers are also suggested to continue this kind of technique using some modification of the procedure and improvement of the disadvantages.

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