

**THE USE OF SNAKE AND LADDER GAME AS A MEDIA TO
IMPROVE STUDENTS' SPEAKING SKILL
(The Case of the X Graders of MAN 01 SEMARANG in the
Academic Year of 2014/2015)**

A FINAL PROJECT

**Submitted as Partial Fulfillment of the Requirements to Obtain the Sarjana
Pendidikan Degree in English Language Education**



Sofwatin Ni'mah

182100295

**ENGLISH EDUCATION DEPARTMENT
COLLEGE OF LANGUAGES
SULTAN AGUNG ISLAMIC UNIVERSITY
SEMARANG**

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