

ABSTRACT

The Use of Guessing Game Technique to Improve Students' Speaking Ability

(An experimental Research of the Seventh Grades of MTs. Darul Hasanah Semarang in Academic Year 2015/2016).

Aulia Basithotul Hida, Roudlo. 2015. The Use of Guessing Game Technique to Improve Students' Speaking Ability (An experimental Research of the Seventh Grades of MTs. Darul Hasanah Semarang in Academic Year 2015/2016). The Advisor: Kurniawan Yudhi Nugroho, S.Pd, M.Pd. A Final Project. English Education Department. Faculty of Languages. Sultan Agung Islamic University.

This study entitled "The Use of Guessing Game Technique to Improve Students' Speaking Ability to the Seventh Grades of MTs. Darul Hasanah Semarang in Academic Year 2015/2016. The purposed of this study is to help students improving their speaking ability. The writer took two classes as the sample, 7A as an experimental class and 7B as control class. She used quantitative research design. Based on the result, it concluded that guessing game technique could improve students' speaking ability to the seventh graders of MTs. Darul Hasanah in academic year 2015/2016. It proved by the result that students who were taught by using guessing game technique had higher speaking test score than those who were taught by using conventional technique. The results of pre-test in experimental and control group were 54.22 and 53.78 while the result of post-test both of experimental and control groups were 66.44 and 56.22. Then, the mean difference between the experimental group and control group in post-test was 10.22. The result computation of t-test and t-value showed that t-test was higher than t-table ($3.143 > 2.010$) and sig.(2-tailed) 0.003 ($p < 0.05$) and the student's condition after the treatment were not homogeneous. As the result, H_0 was rejected and H_1 was accepted.

Keyword : Guessing Game Technique, Junior High School, Speaking

INTISARI

The Use of Guessing Game Technique to Improve Students' Speaking Ability

(An experimental Research of the Seventh Grades of MTs. Darul Hasanah Semarang in Academic Year 2015/2016).

Aulia Basithotul Hida, Roudlo. 2015. The Use of Guessing Game Technique to Improve Students' Speaking Ability (An experimental Research of the Seventh Grades of MTs. Darul Hasanah Semarang in Academic Year 2015/2016). The Advisor: Kurniawan Yudhi Nugroho, S.Pd, M.Pd. A Final Project. English Education Department. Faculty of Languages. Sultan Agung Islamic University.

Penelitian ini berjudul "Penggunaan Teknik Guessing Game untuk Meningkatkan Kemampuan Berbicara Siswa Kelas Tujuh MTs. Darul Hasanah Semarang Tahun Ajaran 2015/2016. Dengan menggunakan guessing game, bertujuan untuk membantu siswa dalam meningkatkan kemampuan berbicara, motivasi siswa untuk belajar, berkomunikasi dan bekerjasama satu sama lain. Dalam penelitian ini penulis mengambil dua kelas sebagai penelitian, 7A sebagai kelas eksperimen dan 7B sebagai kelas kontrol. Penulis menggunakan metode penelitian kuantitatif. Berdasarkan hasil penelitian, disimpulkan bahwa teknik guessing game bisa meningkatkan kemampuan berbicara siswa kelas tujuh MTs. Darul Hasanah di tahun akademik 2015/2016. Ini dibuktikan dengan siswa yang diajarkan menggunakan teknik guessing game memiliki hasil nilai lebih tinggi dibandingkan dengan mereka yang diajarkan menggunakan pembelajaran konvensional. Hasil pre-test pada kelompok eksperimen dan kontrol adalah 54,22 dan 53,78 sedangkan hasil post-test kelompok eksperimen dan kontrol adalah 66,44 dan 56,22. Kemudian, perbedaan rata-rata antara kelompok kontrol dan kelompok eksperimen di post-test adalah 10,22. Hasil perhitungan t-test dan t-nilai menunjukkan bahwa t-test lebih tinggi dari t-tabel ($3,143 > 2,010$) dan sig. (2-tailed) 0,003 ($p < 0,05$) dan kondisi siswa setelah pembelajaran tidak homogen. Sebagai hasilnya, H_0 ditolak dan H_1 diterima.

Kata Kunci : Guessing Game Technique, Junior High School, Speaking