ABSTRACT

Thesis with the title "Improving students' speaking ability of Keeyamuddeen School by using guess the word game" this is written by Sunisa Jehmaming, NIM. 17203153183, Advisor: Dr.H. Nursamsu, M.Pd.

Keywords: Improving students' speaking ability, by using guess game

The students' improvement on speaking ability was revealed from the difference of the students' mean score before and after the actions. Before the actions, the students' mean score was 35.71%. After the researcher did the actions to the students, the students' mean score improved to 92.85%. This improvement was confirmed by the following indicators. The students could pronounce the words correctly. The quantity of students who can pronounce certain words correctly increased. Next, the students were able to memorize the meaning of words. They can easily memorize the meaning of the speaking when answering researcher's question related to the previous lesson about the meaning of words/objects and were able to complete the task about meaning of words. Moreover, the students were able to use speaking. It was shown by the students' works on exercises in their worksheet which contained only fewer mistakes in making sentences or in another exercise in using speaking ability.

Besides, animation video improved the classroom situation during teaching and learning process. Having been taught by using guessing game, the students showed great interest to be actively involved in the teaching learning process. In the classroom, they were eager to join all activities and did their entire task. They looked happy, convenient, quiet, and relax because of the humor in the guessing game. Guessing game gave new atmosphere in teaching learning process.

In addition, the students were easy to ask to come in front of the class, and they answered researcher's questions actively even though they are not pointed by the researcher, the next point was the students' activeness progress in doing the task from the researcher. They looked happy doing their task. Students were enthusiastic and became active in joining the class because they felt comfortable with the guessing game. Students paid attention to the lesson and to the guessing game. The classroom became interactive. It was proved by the interaction between the researcher and the researcher. It is indicated by the students' questions to the teacher when they faced difficulties.

ABSTRACT

Skripsi denagan judul "Improving students' speaking ability of Keeyamuddeen School by using guess the word game" ini ditulis oleh Sunisa Jehmaming, NIM 17203153183, pembimbing Dr. H. Nursamsu, M.Pd.

Kata kunci: Meningkatkan kemampuan berbicara siswa, dengan menggunakan tebakan

Peningkatan kemampuan berbicara siswa terungkap dari perbedaan skor rata-rata siswa sebelum dan sesudah tindakan. Sebelum tindakan, nilai rata-rata siswa adalah 35,71%. Setelah peneliti melakukan tindakan kepada siswa, nilai rata-rata siswa meningkat menjadi 92,85%. Peningkatan ini dikonfirmasi oleh indikator berikut. Siswa dapat mengucapkan kata-kata dengan benar. Jumlah siswa yang dapat mengucapkan kata-kata tertentu dengan benar meningkat. Selanjutnya, para siswa dapat menghafal makna kata-kata. Mereka dapat dengan mudah mengingat makna berbicara ketika menjawab pertanyaan peneliti terkait dengan pelajaran sebelumnya tentang arti kata / objek dan mampu menyelesaikan tugas tentang makna kata-kata. Selain itu, para siswa dapat menggunakan berbicara. Itu ditunjukkan oleh karya siswa pada latihan di lembar kerja mereka yang hanya mengandung sedikit kesalahan dalam membuat kalimat atau latihan lain dalam menggunakan kemampuan berbicara.

Selain itu, video animasi meningkatkan situasi kelas selama proses belajar mengajar. Setelah diajarkan dengan menggunakan permainan tebak-tebakan, para siswa menunjukkan minat yang besar untuk secara aktif terlibat dalam proses belajar mengajar. Di kelas, mereka bersemangat untuk bergabung dengan semua kegiatan dan melakukan seluruh tugas mereka. Mereka tampak bahagia, nyaman, tenang, dan santai karena humor dalam permainan menebak. Game tebak memberi suasana baru dalam proses belajar mengajar.

Selain itu, siswa mudah diminta untuk datang di depan kelas, dan mereka menjawab pertanyaan peneliti secara aktif meskipun mereka tidak ditunjuk oleh peneliti, poin berikutnya adalah kemajuan keaktifan siswa dalam melakukan tugas dari peneliti. Mereka tampak senang melakukan tugas mereka. Siswa antusias dan aktif mengikuti kelas karena merasa nyaman dengan permainan tebak-tebakan. Siswa memperhatikan pelajaran dan permainan tebak-tebakan. Ruang kelas menjadi interaktif. Itu dibuktikan oleh interaksi antara peneliti dan peneliti. Hal ini ditunjukkan oleh pertanyaan siswa kepada guru ketika mereka menghadapi kesulitan.