

ABSTRACT

Maulidya, Faizah Rayhana. 2019. Improving The Eighth Grade Students' Speaking Ability By Using Board Game at SMPN 2 Banyuglugur in Academic Year 2018/2019. Thesis. The English Education Program, Faculty of Teacher Training and English Education Program, Muhammadiyah University of Jember.

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Speaking skill becomes an important thing in the term of communication. In Indonesia, students start to learn English from the elementary school up to junior high school, until they graduate from senior high school. Although they have started to learn English since elementary school, their speaking skill does not develop well. However, there are some problems faced by the students of VIII A grade at SMPN 2 Banyuglugur in speaking especially board game material. Therefore, it is important to do a research entitled "Improving Students' Speaking Ability Using Board Game at SMPN 2 Banyuglugur in Academic Year 2018/2019."

In this research, the problem was "How can the implementation of Board Game improve students' speaking ability of the eighth grade of SMPN 2 BANYUGLUGUR in the 2018/2019 Academic Year?" The purpose of this research is to know how can the implementation of Board Game improve student's speaking ability of the eighth grade of SMPN 2 BANYUGLUGUR in the 2018/2019 Academic Year.

The design of this research used classroom action research. The research subject is VIII A that consists of 35 students. The data was collected using the speaking test and field notes during the teaching learning process. In order to analyze the data students' speaking score, percentage formula was used.

The implementation of board game in teaching speaking ability cycle one was not achieved the target. From the result, it showed that only 16 of 35 students or 51.42% students got ≥ 70 . And mostly students were not active participate yet. It means, the researcher had to continue the next cycle in order to get the success. In cycle 2, the students speaking test result showed that the students speaking score were increased. From the result, it can be seen that 29 of 35 students or 82.85% of students got ≥ 70 . The criteria of success if 70% of students could get the minimal completeness criterion which was ≥ 70 . And also students were more active participate in their group. It means that in cycle 2, the target was achieved. So, it was not necessary to continue the next cycle. Based on the result and discussion, it can be concluded that Board Game is able to improve the students' speaking ability at SMPN 2 Banyuglugur in academic year 2018/2019 by using board game as the material.