

ABSTRACT

Yusika, Kardila Fitriani. 2018. *The Use of Talk Fast Game to Improve the Eighth Grade Students' Speaking Ability at MTs Nurul Hikmah Bintoro in the Academic Year 2017/2018*. Thesis, English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisors: (1) Fitrotul Mufaridah, M.Pd.

Key Words: Speaking Ability, Talk Fast Game

Learning spoken English as a foreign language is not as easy as we can imagine. Many students find speaking as one of the most difficult skills. Based on the preliminary study that was conducted by interviewing the English teacher and observing the eighth grade students in MTs Nurul Hikmah Bintoro, it indicated that many students still had difficulties in speaking. The students were not active in expressing their ideas through speaking English. Most of them were hesitant and unconfident to speak English in front of the class. The students listened to their teacher more than practice speaking in English. Therefore, the students need more interesting activities to stimulate them in speaking English. Using games will be an effective way to make students speak up and speak well because game is one of fun activities that can engage the students' active participation in speaking class. One of the interactive game that teacher can apply in teaching speaking is talk fast game.

In this research, the problem which is investigated is "How can talk fast game improve the eighth grade students' speaking ability at MTs Nurul Hikmah Bintoro in the academic year 2017/2018?". The design of this research is classroom action research (CAR). The subject of the research is the eighth grade students of MTs Nurul Hikmah Bintoro in the academic year 2017/2018 consist of 15 students. The area of the research is MTs Nurul Hikmah Bintoro. The criteria of success is 75% or at least 10 students achieve the minimum standard score requirement that is 75. The instrument of the research is speaking test and observation checklist, they are needed in order to get data for the research. The aspects of scoring speaking test are fluency, pronunciation, vocabulary and grammar. This research was conducted in two cycles by the procedure: planning, acting, observing, and reflecting.

Talk fast game improves the students' speaking ability in two cycles from the percentage of students who got score ≥ 75 was 60% in cycle 1 to 80% in cycle 2. The observation result from 53.33% of students' activeness in cycle 1 up to 73.33% of students' activeness in cycle 2. Based on the data above, there was improvement of cycle 2 and the result can achieve the criteria of success, it showed that talk fast game can facilitate students to practice their speaking. Thus, it can be concluded that the use of talk fast game can improve the eighth grade students' speaking ability at MTs Nurul Hikmah Bintoro in the academic year 2017/2018 by describing the words as a talker, giving more dialogues for students to listen, giving new vocabularies for memorize, and more time for preparation before students practice their speaking and make the class conducive.