

AN UNDERGRADUATED THESIS

**THE INFLUENCE OF USING GUESSING GAMES TECHNIQUE
TOWARD THE STUDENTS' SPEAKING SKILLS AT THE
SEVENTH GRADE OF SMP MAKARTI MUKTI TAMA
RAWAJITU IN ACADEMIC YEAR 2013/2014**



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**STATE ISLAMIC COLLEGE
(STAIN) JURAI SIWO METRO
1435 H / 2014 M**

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1435 H / 2014 M**

**PENGARUH PENGGUNAAN TEKNIK GUESSING GAME
TERHADAP KETERAMPILAN BERBICARA SISWA KELAS
TUJUH DI SMP MAKARTI MUKTI TAMA RAWAJITU
TAHUN AKADEMIK 2013/2014**

ABSTRAK

**Oleh:
UMI KOMSATUN**

Berbicara adalah salah satu dari keterampilan bahasa yang harus dikuasai oleh siswa dalam mengikuti seperangkat aspek pengajaran bahasa Inggris di sekolah. Untuk meningkatkan sikap positif terhadap proses pembelajaran berbicara, seorang guru harus memiliki teknik yang sesuai dan tepat sehingga siswa dapat mengikuti proses belajar mengajar dengan baik. Salah satu teknik yang dapat digunakan dalam proses pembelajaran kemampuan berbicara adalah teknik guessing games. Guessing game adalah permainan di mana tujuannya untuk menebak beberapa jenis informasi, seperti kata, frase, judul, atau lokasi obyek. Tujuan pokok dari penelitian ini adalah untuk mengetahui pengaruh penggunaan teknik guessing games terhadap pemahaman kemampuan berbicara siswa.

Penelitian ini dilaksanakan di kelas tujuh SMP Makarti Mukti Tama Rawajitu tahun ajaran 2013/2014. Penelitian ini dilakukan terhadap 67 siswa. Sampel diambil 34 siswa di kelas A sebagai eksperimen dan 33 siswa di kelas B sebagai control. Penelitian ini merupakan penelitian eksperimental dengan menggunakan bentuk rancangan eksperimental murni yang terdiri dari kelompok kontrol pre-test post-test. Penelitian ini adalah penelitian kuantitatif dalam bentuk penelitian eksperimen. Metode pengumpulan data menggunakan tes, observasi dan dokumentasi.

Untuk menyelidiki apakah ada pengaruh yang positif dan signifikan dari penggunaan teknik guessing games terhadap kemampuan berbicara siswa, peneliti menganalisis data dengan menggunakan rumus t-test. Dengan pengujian peneliti mendapat nilai rata-rata kelas eksperimen pada pretest adalah 54.58 dan pada posttest adalah 74.94. Sedangkan di kelas kontrol pada pretest adalah 52.12 dan pada posttest adalah 61.45. Hasil dari analisis data menggunakan t-test, $t_{hitung} = 4.511$ dan $t_{tabel} = 5\%: 2.031$ dan $1\%: 2.727$. Itu artinya bahwa t_{hitung} lebih tinggi nilainya daripada t_{tabel} . Itu berarti bahwa H_a diterima dan H_o ditolak. Sehingga dapat disimpulkan bahwa terdapat pengaruh yang positif dan signifikan dalam penggunaan teknik guessing games terhadap kemampuan berbicara siswa di kelas tujuh SMP Makarti Mukti Tama Rawajitu tahun ajaran 2013/2014.

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ABSTRACT

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UMI KOMSATUN**

Speaking is one of the language skills that should be mastered by students when following all aspects of learning English in the school. To increase a positive attitude toward speaking, the teacher should have an appropriate technique to be used in teaching learning process. One of techniques that can be used in teaching speaking skills is guessing game technique. A guessing game is a game in which the object is to guess some kind of information, such as a word, a phrase, a title, or the location of an object. The primary goal of this research was to investigate the influence of using guessing games technique toward the students' in speaking skills.

This research was conducted at the seventh grade of SMP Makarti Mukti Tama Rawajitu in academic year 2013/2014. This research was conducted among 67 students. Sample taken 34 students in class A as eksperiment class and 33 students in class B as control class. This research is an experiment research by using true experimental design which consists of control group pre-test post-test design. The method used in this research was quantitative research design in the form of experimental research. The data collection method used test, observation and documentation.

To investigate whether there is a positive and significant influence of using guessing games technique toward the students' speaking skills, the researcher analyzed the data by using t-test formula. By testing the researcher got mean in experimental class on pretest is 54.58 and on posttest is 74.94. Where as in control class on pretest is 52.12 and on posttest is 61.45. The result of data analysis using t-test was $t_{\text{observed}} = 4.511$ and $t_{\text{table}} = 5\%: 2.031$ and $1\%: 2.727$. It means that t_{observed} was higher than t_{table} . Based on the result of analysis data above, it can be said that H_a is accepted and H_o is rejected. It can be inferred that there is a positive and significant influence of using guessing games technique toward the students' speaking skills at the seventh grade of SMP Makarti Mukti Tama Rawajitu in academic year 2013/2014.



CURRICULUM VITAE

The writer was born at Rawajitu, March 21, 1991. She is the fifth child of Mr. Mardi and Mrs. Kasmi. She graduated from Elementary School at SDN 1 Karya Jitu Mukti 2003, his secondary school was at SMP MMT Rawajitu 2006, and his Senior High School was at Madrasah Aliyah Al-Iman Way Jepara 2009. And she continued his study to Strata 1 of English Education Program of State Islamic College (STAIN) Jurai Siwo Metro. She secured his Strata 1 (S1) degree of English Education Program of State Islamic College (STAIN) Jurai Siwo Metro in 2013.