SKRIPSI

THE EFFECTIVENESS OF USING GUESSING GAMES IN TEACHING SPEAKING TO ELEVENTH-GRADE STUDENTS OF SMA N 2 PATI

By

NADHIFATUN NISWAH

NIM 202032064

ENGLISH EDUCATION DEPARTMENT

TEACHER TRAINING AND EDUCATION FACULTY

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SKRIPSI

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MOTTO AND DEDICATION

Motto:

"God has perfect timing, never early, never late. It takes patience and much faith but is worth the wait."

Dedication:

I dedicate this thesis specifically to my beloved family: Mr. Munadi, Mrs. Bikiswati, my sister Mrs. Maya Misrofah, and all my family, whom I cannot name one by one, who have supported, motivated, encouraged, and prayed for me. I also dedicate this thesis to Dr. Fitri Budi Suryani, S.S., M.Pd., Dr. Ahdi Riyono, S.S., M.Hum., as my thesis supervisor who always helps and provides helpful guidance and suggestions to complete my thesis well. I also dedicate this thesis to friends I cannot mention individually, who have given me encouragement, prayers, support, and motivation and have always helped each other prepare this thesis. Moreover, I thank myself for always trying to do my best.

ADVISOR'S APPROVAL

This is to certify that the Skripsi advisors have approved the Skripsi of Nadhifatun Niswah (202032064) for further approval by the Examining Committee.

Kudus, July 5th 2024

Advisor I

Dr. Fitri Budi Suryani, S.S., M.Pd.

NIDN. 0615097701

Kudus, June 12th 2024

Advisor II

Dr. Abdi Riyono, S.S., M.Hum

NIDN. 0606057701

Acknowledged by

Head English Education Department

Dr. Titis Sulistyowati, S.S, M.Pd

NIDN. 0002048101

EXAMINER'S APPROVAL

This is to certify that the Skripsi of Nadhifatun Niswah (202032064) has been reviewed by the Examining Committee as a requirement for research.

Kudus, July 17th 2024

Examining Committee.

Farid Noor Romadlon, S.Pd., M.Pd , **Chairperson**

NIDN. 0602078301

Dr. Andi Rivono, S.S., M.Hum , **Member**

NIDN. 0606057701

Dr. Drs. Muh Syafei, M.Pd , **Member**

NIDN.0013046201

Rusiana, S.Pd., M.Pd , **Member**

NIDN. 0611118301

Acknowledged by

The Faculty of Teacher Training and Education

Dean,

Drs. Sucipto, M.Pd., Kons

NIDN. 0629086302

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بِسْمِ اللهِ الرَّحْمَنِ الرَّحِيْمِ

اَلْحَمْدُ لِلهِ رَبِّ الْعَالَمِيْنَ وَالصَّلاَةُ وَالسَّلَامُ عَلَى اَشْرَفِ الْأَنْبِيَاءِ وَالْمُرْسَلِيْنَ وَعَلَى اٰلِهِ وَصَحْبِهِ اَجْمَعِيْنَ

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Kudus, July 10th 2024

The Researcher,

Nadhifatun Niswah

ABSTRACT

Niswah, N. (2024). "The Effectiveness of Using Guessing Games in Teaching Speaking to Eleventh-Grade Students of SMA N 2 Pati". Skripsi. English Education Department, Teacher Training and Education Faculty, Universitas Muria Kudus. Advisors: (1) Dr. Dr. Fitri Budi Suryani, S.S., M.Pd. (2) Dr. Ahdi Riyono, S.S., M.Hum.

Key Words: The Effectiveness, Guessing Games, Teaching Speaking

A key element of learning a second language is speaking. However, for foreign language learners, learning English is a top priority. When we speak, we often do not think about what we are saying, which implies that what we say has no meaning. Speaking English is not easy. It requires speakers to be proficient in various essential areas, including comprehension, fluency, grammar, vocabulary, and pronunciation.

This research aims to determine whether there was a significant difference in the speaking skills of eleventh-grade students for the 2023/2024 academic year before and after they were taught using guessing games.

This research used a pre-experimental design, with one group participating. The sample for this study consists of eleventh graders, especially XI-6, which consists of 36 students.

The results of this study indicated that the post-test mean was 90.67 and the pre-test mean was 53.11. The SPSS analysis revealed a 2-tailed significance level of 0.00 < 0.05. The results show that the eleventh-grade SMA N 2 Pati students' speaking abilities significantly changed both before and after they used guessing games.

Therefore, the researcher expected that the English teacher could use this research as a reference to improve students' speaking skills.

ABSTRAK

Niswah, N. (2024). "Efektivitas Penggunaan Permainan Tebak Kata Dalam Pengajaran Berbicara Pada Siswa Kelas Sebelas SMA N 2 Pati". Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Dr. Fitri Budi Suryani, S.S., M.Pd. (2) Dr. Ahdi Riyono, S.S., M.Hum.

Kata Kunci: Efektivitas, Permainan Tebak Kata, Pengajaran Berbicara

Berbicara adalah komponen penting dalam mempelajari bahasa kedua, tetapi bagi pelajar bahasa asing, belajar bahasa Inggris adalah prioritas utama. Ketika kita berbicara, kita sering tidak memikirkan apa yang kita katakan. Hal ini menyiratkan bahwa tidak ada makna dari apa yang kita ucapkan. Berbicara bahasa Inggris tidaklah mudah. Hal ini mengharuskan pembicara untuk mahir dalam berbagai bidang penting, termasuk pemahaman, kefasihan, tata bahasa, kosakata, dan pengucapan.

Penelitian ini bertujuan untuk mengetahui perbedaan yang signifikan antara kemampuan berbicara siswa kelas sebelas tahun ajaran 2023/2024 sebelum dan sesudah diajar dengan menggunakan permainan tebak kata.

Penelitian ini menggunakan desain pra-eksperimental dengan satu kelompok yang berpartisipasi di dalamnya. Untuk penelitian ini, sampel terdiri dari 36 siswa kelas sebelas, khususnya siswa kelas XI-6.

Hasil penelitian ini menunjukkan bahwa rata-rata post-test adalah 90,67 dan mean pre-test adalah 53,11. Analisis SPSS menunjukkan tingkat signifikansi 2 arah 0,00 < 0,05. Hasil penelitian menunjukkan bahwa kemampuan berbicara siswa kelas sebelas SMA N 2 Pati berubah secara signifikan baik sebelum maupun sesudah mereka menggunakan permainan tebak-tebakan.

Oleh karena itu, peneliti berharap penelitian ini dapat digunakan oleh guru bahasa Inggris sebagai referensi untuk meningkatkan keterampilan berbicara siswa.

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