

ABSTRACT

Pradani Ayu Fatma, Isshaumi.2014. *To improve Students' Speaking Ability using story game* for the seventh grade students at MTs Tarbiyatul Aulad Wedani..The Sarjana's Thesis, English Education Department, Faculty of Teacher Training and Education, University of Muhammadiyah Gresik. Advisors: (I)_Dr.Yudhi Arifani, M.Pd, (II) Ufatul Ma'rifa, M.Pd

Key Words: Story Game, Speaking ability

This study was conducted based on the consideration of the problems that the students had especially on the low of reading ability. Based on research findings of study, the fact that the average score obtained from the pre test was 59 and the passing grade (SKM) for English lesson was 65. It means that, the students could not achieve the minimum standard of the school target. It was also found that the students become not active in the class and have less motivation.

Based on the problems that the researcher faced in the classroom, this study was focused on solving the problem related to how the students can generate their ideas into sentences. This study proposed Story Game to improve the students' speaking. The research problem here is, "Story Game improves students' speaking at seventh grade students of MTs Tarbiyatul Aulad Wedani?"

The design of the study is classroom action research. The researcher played two roles in this research; as a teacher and researcher. During implementing the story game in the classroom, the researcher was accompanied by a teacher partner. This research was conducted in one cycle, which was divided into four main activities; planning, acting, observing, and reflecting. The reflection based on the findings during the observation and compared with the criteria of success including; (1) students' average score is 65 (passing grade for English lesson), and (2) students can participate actively in the class.

The research findings showed that this strategy was effective to teach speaking at seventh at seventh grade students of MTs Tarbiyatul Aulad Wedani. It was indicated on the students' average score of post test in cycle 1. The students' average score in pre test from the teacher and teacher partner was 59. The scores improved in post test. The students' average score in post test from the teacher and teacher partner was 75. The improvement was also shown in the students' performances in the class. In the first meeting, the percentage of the students' performances was 71%. It increased in the second meeting, 75%. And increased in the third meeting was 79%. Then in the fourth meeting increased 82%, and in the last meeting became 86%.

Based on the research findings, two suggestions are provided. The first, the English teachers are recommended that Story Game was a good strategy to teach reading to the students. The second, the next researchers who want to conduct a research using Story Game are recommended to conduct this research in different areas, levels, and skills.

ACKNOWLEDGEMENT

By this research, the researcher would like to serve the greatest thanks onto God, Allah the Almighty, who always gives abandon favor so that she is able to complete this research well. Without His Mercies and Blessings, everything is nothing.

In this paper, she would like to give the highest appreciation and gratitude to her both advisors, Dr. Yudhi Arifani, M.Pd and Ufatul Ma'rifa, M.Pd for their guidance, suggestions, motivations, and patience from the first time she wrote this thesis until she finished it.

Her deepest gratitude also goes to all lecturers who had taught her for almost four years in this university. Her deepest gratitude also delivers to the headmaster of MTs Tarbiyatul Aulad Wedani, who gave a chance to conduct this research in the school and supported her during doing her thesis.

She also would like to deliver her deepest thanks to her teacher partner at school, Indah Rahayui, S.pd, who helped her finish her study and My friend M.Kasun for her patience to guide her to do this research. Her deepest thanks are also delivered to her beloved students in the sevent grade for their cooperation during conducting her research.

Her special thanks are delivered to all teachers of MTs Tarbiyatul Aulad Wedani for their supports, understandings, and helps before, during and after her study. Her sincere acknowledgements are also addressed to her beloved classmates in the evening class academic year 2007.

She would like to express her respects, appreciation, and love to her beloved mother and father, brother, sisters, nieces, and nephew for their supports, love, helps, patience, and pray so she can finish her study.

Finally, the researcher would like to thank all those people who have contributed all their help.

The writer

APPROVAL SHEET

This is to certify that the *Sarjana*'s thesis of *Isshaumi Fatma Ayu Pradani* has been approved by the thesis advisors for further approval by Board of Examiners.

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MOTTO AND DEDICATION

MOTTO:

Patience is part of struggle to reach the best.

Late is better than do not at all.

(Writer)

This Thesis is dedicated to:

My Beloved Parents

My Beloved Brother and Sister

All lecturers

The Collegian at English Department University of Muhammadiyah Gresik

TABLE OF CONTENTS

Approval Sheet	i
Motto and Dedication.....	iii
Acknowledgment	iv
Abstract	vi
Table of Contents	vii
List of Figures	x
List of Tables	xi
List of Appendices	xii
 CHAPTER I INTRODUCTION	
1.1 Background of the Study.....	1
1.2 Statement of the Problem	3
1.3 Objective of the Study	3
1.4 The Significance of the Study	3
1.5 Scope and Limitation of the study	4
1.6 Definition of the Key Terms	4
 CHAPTER II REVIEW OF THE RELATED LITERATURE	
2.1. Definition of speaking.....	6
2.1.1 Teaching speaking	9
2.1.2 Teaching speaking to young learner.....	11
2.1.3 The Technique to test speaking ability.....	12
2.2 Game	13
2.2.1 Definition of the Game	13
2.2.2 Type of Game.....	15
2.2.3 Story Game.....	15
2.3 How to Teach the Story Game in Junior High School.....	17
2.4 The Procedure of Teaching Speaking using Story Game	17
 CHAPTER III RESEARCH METHODOLOGY	
3.1. The Research Design	18
3.2. The subject of The study	19
3.3. Steps of Classroom Action Research	19
3.3.1. The Planning	20
3.3.1.1 Designing the Lesson Plan.....	21
3.3.1.2 Preparing Instructional Material	21
3.3.1.3 Preparing the Criteria of Success	21
3.3.1.4 Preparing the Socialization of Story game	22
3.3.2 The Acting	22
3.3.2.1 The Observing..	24
3.3.3.1 Test.....	24
3.3.4 The Reflecting	25
3.3.5 Data Colletion..	25
3.3.6 Data Analysis	26

CHAPTER IV RESEARCH FINDINGS AND DISCUSSION	
4.1. Preparation of Action Research	28
4.1.1. The preliminary Study	28
4.1.2. Conducting Pre Test.....	29
4.2. Conducting Action Research	30
4.2.1 Actuating Stage.....	30
4.2.1.1 The First Meeting.....	31
4.2.1.2 The Second Meeting.....	33
4.2.1.3 The Third Meeting.....	35
4.2.1.4 The Fourth Meeting.....	38
4.2.1.5 The Fifth Meeting.....	40
4.2.2 Observing Stage.....	42
4.2.3 Reflecting Stage.....	44
4.2.4 The Reflection of Action for the Problem Statement.....	44
4.2.5 The Reflection of Action for 1 st Criteria of Success	45
4.2.6 The Reflection of Action for 2 nd Criteria of Success	46
CHAPTER V CONCLUSION AND SUGGESTION	
5.1. Conclusion	47
5.2. Suggestion	48
REFERENCES	-
APPENDICES	-