

APPROVAL SHEET

This is to certify that *Improving speaking ability on tenses through guessing game for second grade of SMAN 7 KEDIRI* has been received and approved by the thesis advisors for further approval by the board examiners.

IRCHAMNA KAMALIA
932212913

Kediri,

Advisor I

Advisor II

Drs. H. Nur Akhlis , M. Pd.
NIP. 196611192006041001

Mohammad Muhyidin, M.Pd
NIP. 1980122622009121004

RATIFICATION SHEET

IMPROVING SPEAKING ABILITY ON TENSES THROUGH GUESSING GAME FOR SECOND GRADE OF SMAN 7 KEDIRI

IRCHAMNA KAMALIA
932212913

Has been examined by the board of examiners of Department of English
Language Education Faculty of Education and Teacher training State Islamic
institute (IAIN) Kediri on

1. Main Examiner

• ()

2. Examiner I

Drs. H. Nur Akhlis , M. Pd. ()
NIP. 196611192006041001

3. Examiner II

Mohammad Muhyidin, M.Pd ()
NIP. 1980122622009121004

Kediri,

Acknowledged by

Dean of Faculty of Education and Teacher training State Islamic institute (IAIN)

Kediri

Dr. H. Ali Anwar. M.Ag

NIP. 196405031996031001

NOTA KONSULTAN

Nomor : Kediri,
Lampiran : 4 (empat) berkas
Hal : Bimbingan Skripsi

Kepada
Yth. Bapak Ketua Institut
Agama Islam Negeri (IAIN) Kediri
Di
Jl. Sunan Ampel No. 07 Ngronggo
Kediri

Assalamu'alaikum Wr. Wb.

Memenuhi permintaan Bapak Ketua untuk membimbing penyusunan skripsi mahasiswa tersebut di bawah ini:

Nama : Irchamna Kamalia
NIM : 932212913
Judul : IMPROVING SPEAKING ABILITY ON TENSES THROUGH
GUESSING GAME FOR SECOND GRADE OF SMAN 7
KEDIRI

Setelah diperbaiki materi dan susunannya, kami berpendapat bahwa skripsinya telah memenuhi syarat sebagai kelengkapan ujian akhir Sarjana Strata Satu (S-1).

Bersama ini terlampir satu berkas naskah skripsinya, dengan harapan dalam waktu yang telah ditentukan dapat diajukan dalam sidang Munaqosah

Demikian agar maklum dan atas kesediaan Bapak, kami ucapkan banyak terima kasih.

Wassamu'alaikum Wr. Wb.

Advisor I

Advisor II

Drs. H. Nur Akhlis , M. Pd.

NIP. 196611192006041001

Mohammad Muhyidin, M.Pd

NIP. 1980122622009121004

NOTA PEMNIMBING

Nomor : Kediri,
Lampiran : 4 (empat) berkas
Hal : Bimbingan Skripsi

Kepada
Yth. Bapak Ketua Institut
Agama Islam Negeri (IAIN) Kediri
Di
Jl. Sunan Ampel No. 07 Ngronggo
Kediri

Assalmu'alaikum Wr. Wb.

Bersama ini kami kirimkan berkas skripsi mahasiswa:

Nama : Irchamna Kamalia.

NIM : 932212913

Judul : IMPROVING SPEAKING ABILITY ON TENSES THROUGH
GUESSING GAME FOR SECOND GRADE OF SMAN 7 KEDIRI

Setelah diperbaiki materi dan susunannya sesuai dengan beberapa petunjuk dan tuntunan yang telah diberikan dalam siding munaqosah yang dilaksanakan pada tanggal 28 Oktober 2019. Kami dapat menerima dan menyetujui hasil perbaikannya.

Demikian, agar maklum adanya.

Wassalamu'alaikum Wr. Wb.

Advisor I

Advisor II

Drs. H. Nur Akhlis, M. Pd.

NIP. 196611192006041001

Mohammad Muhyidin, M.Pd

NIP. 1980122622009121004

MOTTO

“To make mistakes whilst learning is alright but to keep doing the same mistakes is not right; past mistakes is not a “weed” or “ghost” we should ignore or even run from, but an “experience” that we must learn from”

DEDICATION

This thesis is dedicated to:

*My respectable Father and Mother, Drs. H. Bachtiar and Hj. Muawanah , Spd.I,
thanks for your love, your support, your patience, your prayer and your affection
in my life.*

My belovedl, Ardie who is always there for me and always supports me everytime.

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will always remember our memories and experiences.*

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At last, hopefully the result of this study is valuable for all the readers and will be a useful reference for other researchers in the future.

Kediri,

The Writer

ABSTRACT

Kamalia, Irchamna. 2019.. *Improving speaking ability on tenses through guessing game for second grade of SMAN 7 KEDIRI* Department of English Language Education Faculty of Education and Teacher training State Islamic institute (IAIN) Kediri, Faculty of Education, English Department, Advisors: 1.) Drs. H. Nur Akhlis, M.pd , 2) Mohammad Muhyidin, M.Pd.

Key Words: Improving speaking, Tenses, Guessing Game, Classroom Action Research.

Speaking is very important skill to be mastered. The fact shows that students who had good score in English class are not always had a good ability to speak English. Practically speaking skill is really needed and it is most used skill to interact among the four language skills. Based on the result of preliminary study in second grade students of MIA II in SMAN 7 Kediri.

. Research method: 1) Research design of this study was Classroom Action Research. 2) The subjects of this study were the second grade students of MIA II in SMAN 7 Kediri. 3) The research instruments were observation sheet, questionnaire sheet and test. 4) The research procedures of this research consisted of four stages. They are planning, implementing, observing, and reflecting. 5) The criteria of success were determined in the two forms; qualitative and quantitative criteria.

The criteria of success in form of Qualitative were indicated by: (a) the students had to be active to follow the teaching learning process indicated by the observation check list. (b) The students felt enjoy following the teaching learning process indicated by questionnaire. Whereas, criteria of success in the form of quantitative was that students' speaking score must at list B in each aspect on rubric. The result of implementing the Guessing Game showed that the strategy was effective to solve students' speaking problems. It required two cycles to be successful. In Cycle 1, the result of students' speaking scores showed that there were 12 of students passed and 12 of students were failed. Meanwhile, the result of distributing questionnaire showed that only 49% of the students were motivated. The results of observation sheet showed that there were 5 very active students, 17 active students, and 2 enough students. From the result of analyzing the collected data in Cycle 1, the study needed to be continued in the next cycle with some improvement of the scenario of teaching. Because of that reason, the researcher continued to the next cycle. In Cycle 2, the result of students' speaking scores showed that there were 22 of students passed and 2 of students were failed. Meanwhile, the result of distributing questionnaire showed that 94% of the students were motivated. The results of observation sheet showed that there were 19 very active students, 3 active students, and 2 passive students. Thus, based on the result of cycle 2 the Guessing Game is an effective technique used to solve student's practical problems in learning speaking.

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The researcher explains about what kinds of tenses that used in Guessing Game

The researchers divides the groups

The researchers gives the time for playing Guessing Game in each groups

One student gives the gesture and the other student guess' it

The researcher counts one till five to push ahead the quickness of their guessing

The student tries to continue his / her friend's sentence that he / she said

The researcher writes the score of each groups

The list names of each groups and some sentences that will be used in Guessing Game

SURAT PENELITIAN

DAFTAR KONSULTASI PENYELESAIAN SKRIPSI

CURRICULUM VITAE