

ABSTRACT

INCREASING STUDENTS'S SPEAKING ABILITY THROUGH SIMON SAYS GAME AT THE SECOND YEAR OF SMPN 3

By

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Guideline of Educational Unite Level Curriculum (KTSP) which is applied for all school levels in Indonesia leads the students to have real life skills. This implies that teaching English stated in KTSP in particular is to enable the students to master the four language skill; listening, reading, speaking and writing. Speaking is one of the important skills that the students have to master. The ability to communicate is the primary goal of foreign language instruction that speaking is put ahead on the other skills.

This Classroom Action Research is conducted to find out how the implementation of Simon Says game can increase the **students'** speaking ability and teaching learning process. This research lasted from 22 August until 7 September 2011. The subject of the research was the first year of SMPN 3 Pringsewu in the year 2011-2012.

The result of the research proves that the Simon Says game can increase the **students'** speaking ability. The indicator of the research are concerned on the learning product and learning process. The indicator of the learning process is 80% of the students active during the lesson while the learning product is 70% of the students pass the passing grade which is 60, and the teacher can get score 80 for teaching performance. In students, vocabulary score, 91.67% students passed the passing grade. In teaching learning process, 86.48% students wetre actively involved and the teacher got score 83 for teaching performance. Based on the data, the researcher concludes that the Simon Says game can increase students speaking ability and teaching learning process. Therefore, using Simon Says game as a technique in teaching speaking is recommended to be used by teachers to improve their students speaking ability.