

## **ABSTRACT**

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

By

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The objectives of this research were to find out whether Pattern Drills technique :  
1. is applicable to increase the students' speaking ability; 2. to improve the students' participation during the teaching learning process; 3. to improve the quality of teachers' teaching performance. The research was conducted at SMPN 3 Pringsewu to the students of second grade in academic year 2011/2012 which consisted of 37 students.

This classroom action research was conducted in two cycles. Each cycle consisted of planning, action, observation and interpretation, analysis and reflection. The researcher used indicators dealing with the learning product which covered the students' score and learning process which covered the students' participation during the teaching learning process and the teacher's teaching performance. The result should that the students' score reached 65, the score for teacher's teaching performance should 80 and 80% for the students' participation. To collect the data of the learning process and learning product, the writer used speaking test and observation as the instruments.

Based on the students' test it can be seen in cycle I, only 13 students (48%) could get the score of  $\geq 65$ . Meanwhile, after cycle 2 had been conducted, 26 students (96%) passed the KKM (Kriteria Ketuntasan Minimal). For the learning process, the students activities improved, from the cycle I, 17 students (63%) do  $\geq 80\%$  and in cycle 2, 26 students (96%) do  $\geq 80\%$ . Meanwhile, for the teacher's teaching performance, the teacher got score of 62 in cycle I, and then she got 89 in cycle 2. Referring to the result of the research above, it could be concluded that Simon says game was applicable to improve the students' speaking ability, the students' participation during the teaching learning process and teacher's teaching performance.