

ABSTRACT

THE IMPLEMENTATION OF BOARD GAME TO IMPROVE STUDENTS' SPEAKING SKILL AT THE FIRST GRADE OF SMAN 3 BANDAR LAMPUNG

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Speaking is one way to express the idea orally. It measures the success of the learners in learning language. However, speaking is considered as difficult skill to study because it involved several aspects, they are: pronunciation, grammar, vocabulary, fluency and comprehension. For this reason, it is not surprising that most of SMA students have a hard time in acquiring this skill. Therefore, this research was aimed to find out significant improvement of students' speaking achievement and the aspect of speaking that improved the most after implementing board game at the first grade of SMAN 3 Bandar Lampung. This research was a quantitative which used one group pretest-posttest design.

The subjects of this research were 36 students of class X IPA 2 at SMAN 3 Bandar Lampung in the academic year 2018/2019. Furthermore, speaking test was used as the instrument in this research. Additionally, there were two raters to assess students' speaking performances in order to fulfill the reliability of the test. With the regards to construct validity, the students' speaking achievement were measured in only four aspects of speaking, they are: grammar, vocabulary, fluency, and comprehension. Moreover, the materials given were suitable with the curriculum to fulfill the content validity of the test. Thus, the data were analyzed using repeated measure t-test in which the significance was determined by $p < 0.05$.

The result of the research showed that t-value was higher than t-table ($-9.401 > 2.030$) and the value of the significant level was $0.00 < 0.05$. The mean score of posttest (78.18) was higher than the pretest (68.2) and the gain was 9.98. It means that there was a significant improvement in the students' speaking achievement after being taught using board game. Overall, regarding to the results above, it can be stated that board game is applicable to improve students' speaking achievement.

Keywords: aspects of speaking, speaking, board game, achievement