ABSTRACT

THE INFLUENCE OF WHAT AM I? GAME TOWARDS STUDENTS’ SPEAKING ACHIEVEMENT AT THE SECOND GRADE OF SMP AL-HUDA JATI AGUNG LAMPUNG SELATAN IN 2015/2016 ACADEMIC YEAR

By

YULINA SUHARDIYATI

Speaking is the productive skill of a language to express the idea or to send message to the listener. When the students speak in English they do not explore their ability to speak up because they have lack of practicing their speaking. Therefore, in order to give a chance for the students to practice more, the researcher applied What Am I? game to improve the students’ speaking achievement.

This research was intended to find out whether or not there is a significant improvement of students’ speaking achievement after being taught through What Am I? game. This research was conducted at SMP Al-Huda Jati Agung Lampung Selatan. The sample of this research was students of second grade, class VIII D. The research employed one group pretest-posttest design and treatment. In order to collect the data, the researcher used speaking test. There were two raters to score students’ speaking achievement.

By comparing the result of the pretest and the posttest, it shows that there is a significant improvement of the students’ speaking achievement after being taught through What Am I? game. The total score increase from 1823 in the pretest to 2214 in the posttest. It meant that the total score from the pretest to the posttest increase 391 points. Then, the average score of the pretest was 60.77 and the average score of the posttest was 73.80. In order to see which aspect of speaking improves the most, the researcher see form the mean score improvement of each aspect. The highest increase is vocabulary (3.1). The second is pronunciation (2.9), then comprehension (2.5), grammar (2.41), and the lowest improvement is fluency (2.2). The result of the computation shows that t-value (20.462) is higher than t-table (2.093) with the level of significance under 0.05. It means that H1 of the hypothesis is accepted, there is a significant improvement of students’ speaking achievement after being taught through What Am I? game.