ABSTRACT

IMPROVING STUDENTS’ SPEAKING SKILLS THROUGH COMMUNICATIVE GAMES FOR THE SECOND GRADERS OF STATE VOCATIONAL HIGH SCHOOL 2 METRO

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This study aimed to describe teaching and learning activities through communicative games that involve: (1) the design, (2) the implementation, (3) the authentic assessment and (4) the improvement of students' speaking skills as the implementation of communicative games in teaching and learning process.

This design is action research conducted in class XI of Agricultural Products Processing Technology (TPHP) with three cycles. In the first cycle performed communicative games with the theme of 'suggestion', the second cycle with the theme of 'simple past tense' and the third cycle with the theme of 'describing'. Data were obtained from tests, rubrics and observations. All the data were analyzed through quantitative descriptive method.

The results of analysis showed that: (1) the design of communicative games-based learning can be integrated into scientific approach through modification of the steps, (2) the implementation of communicative games-based learning can improve students' participation in implementing the five steps of scientific learning, (3) authentic assessments were conducted by using observation for the students’ attitudes, cognitive tests for their knowledge and rubrics for their speaking skills, (4) communicative games-based learning can develop students’ attitude of cooperation, discipline, and self-confidence, and improve their knowledge and skills. The data showed that 70.79% of students completed their passing grade in the first cycle, 86.23% in the second cycle and 100% in the third cycle, while the upgrading of skills showed that students completed 9.09% in cycle 1, 78.56% in cycle 2 and 93, 85% in cycle 3.

Keywords: speaking skills, communicative games, active participation