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ELECTRONIC THESIS AND DISSERTATION UNSYIAH

TITLE

USING CARD GAMES IN TEACHING SPEAKING (AN EXPERIMENTAL STUDY OF THE FIRST GRADE STUDENTS OF SMPN 12 BANDA ACEH) USING CARD GAMES IN TEACHING SPEAKING (AN EXPERIMENTAL STUDY OF THE FIRST GRADE STUDENTS OF SMPN 12 BANDA ACEH) USING CARD GAMES IN TEACHING SPEAKING (AN EXPERIMENTAL STUDY OF THE FIRST GRADE STUDENTS OF SMPN 12 BANDA ACEH) USING CARD GAMES IN TEACHING SPEAKING (AN EXPERIMENTAL STUDY OF THE FIRST GRADE STUDENTS OF SMPN 12 BANDA ACEH)

ABSTRACT

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This study discussed about the use of flash cards game in improving the ability of students in the English especially in speaking skill. The researcher was interested to apply the technique since there was in the second grade of SMPN 12 Banda Aceh the students had some problems in speaking, ranging from the difficulty of transferring the idea toward the interlocutor, lack of vocabulary, bad in pronunciation and comprehension. Moreover, the students were bored with the usual monotonous teaching, and needed more enjoyable and innovative learning. Thus, implementing a card game technique seemed to be one of the best ways in solving those several problems. The implementation of card games technique in the class resulted in some improvement. It was reflected in the difference between their pre-test score and the post-test one. Almost all of the students in that class passed the minimum passing grade score (60). Furthermore, their speaking performance also increased, the percentage of vocabulary mastery increase from 36.11 to 57.92, pronunciation increased from 4.44 to 58.33, their comprehension in speaking also enhanced from 40.27 to 55.55, fluency (30.55 - 51.38), and the impact also represented in their grammar aspect which was only gained 51.31 at the pre-test, but increased significantly into 72.22 at the post-test. Even though there was significant improvement in speaking skill by using this game technique, teacher should pay more attention in controlling the students, since there was a condition where the students would be active in responding the teaching learning process.

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