

**A STUDY ON TEACHING SPEAKING BY USING GAMES TO THE
ELEVENTH YEAR STUDENTS OF SMA NEGERI 1 TERAS BOYOLALI
IN 2009 / 2010 ACADEMIC YEAR**



RESEARCH PAPER

**Submitted as a Partial Fulfillment of the Requirements
for Getting Bachelor Degree of Education
in English Department**

by

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**SCHOOL OF TEACHER TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA**

2011

APPROVAL

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TESTIMONY

Herewith, I testify that in this research paper, there is no plagiarism of the previous literary work which has been raised to obtain bachelor degree of a university, nor there are opinions or masterpieces which have been written or published by others, except those in which the writing are referred in the manuscript and mentioned in literary review and bibliography.

Therefore, if it is proved that there are some untrue statements in this testimony, I will be fully responsible.

Surakarta, July 2011

Writer

MOTTO

"Dari semua kata yang paling menghancurkan hidup adalah kata besok, Orang miskin, orang yang tidak sukses, orang yang tidak berharga dan orang yang tidak sehat adalah orang-orang yang paling sering menggunakan kata besok."

"Around here, however, we don't look backwards for very long. We keep moving forward, opening up new doors and new things, because we are curious and curiosity keeps leading us down new paths."

DEDICATION

I gratefully dedicate this research paper to:

My beloved father and mother,

My beloved brother,

My all friends,

Myself and my beautiful life.

ACKNOWLEDGMENT

Assalammu'alaikum Wr. Wb

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SUMMARY

Muhammad Juniawan Budi Nugroho. A.320060101. A STUDY ON TEACHING SPEAKING BY USING GAMES TO THE ELEVENTH YEAR STUDENTS OF SMA N 1 TERAS IN 2009 / 2010 ACADEMIC YEAR. Research paper. Muhammadiyah University of Surakarta. 2011

The objective of the study are to describe the implementation of teaching speaking by using games to the eleventh year students of SMA N 1 Teras, and to know the student's responses after being given the speaking material by using games, to know the kinds of game activities that should be used in teaching speaking, and to describe the advantages and disadvantages from games in teaching speaking.

This research is a descriptive qualitative research. The subject of the study is eleventh year students of SMA N 1 Teras consisting of 40 students from XI IS 1 and 40 from XI IS 4. The object of the study in this research is the use of games in teaching speaking to the eleventh year student of SMA N 1 Teras Boyolali. The instruments used for collecting data are questionnaires, observation, and interview. The collected data are analyzed by using descriptive analysis.

The results of the study show that first teaching speaking by using games make students get chance the use of oral language, second, by doing the games the students feel more relaxed, free and confident in learning English in the classroom. Third, the games applied in teaching speaking are Domino Instruction, Sweet Reason, and What do I Need. Fourth, the advantages of using games in teaching speaking are the students could be more interested in learning material, they would give more attention to the lesson given, games in teaching learning process was the teacher didn't need to explain too many materials. Finally, disadvantages of using games in teaching speaking are in teaching learning process was by attracting student's interest to games, all of them were active and made noisy, Sometimes they moved and spoke too much. That condition made the teacher difficult to control them. The second advantage of applying some games in teaching learning process was by doing games the teacher only had a little time to explain the material and gave some new words.

Key Words : Teaching Speaking, Using Games

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