

## ABSTRACT

Nugroho, Kristyanto (2004). **Designing a Set of Instructional Speaking Materials using Games for the Extra-Curricular Activity of the Eight Grade Students of *SMP Banguntapan 2 Bantul***. Yogyakarta: Sanata Dharma University.

This research was aimed at designing a set of instructional speaking materials using games for the extra-curricular activity of the eight grade students of *SMP Banguntapan 2 Bantul*. These activities emphasized on speaking materials to help the students are able to practice their speaking ability from the materials that they get from the extra-curricular activity. This consideration had encouraged the writer to conduct this research.

There were two main questions formulated in this research. The first question was 1) how is a set of instructional speaking materials using games for extra-curricular activity of the eight grade students of *SMP Banguntapan 2* designed; 2) what will the designed set of instructional speaking materials using games for the extra-curricular activity of the eight grade students of *SMP Banguntapan 2* look like?

To solve the first problem, the writer conducted the review of the related literature. The purpose of the review of the related literature was to provided basis and references for the study. Survey research was conducted to improve the designed materials. The writer distributed questionnaires and conducted the interviews with the respondents. To solve the second problem, the writer combined two models of instructional materials design.

The findings of the review of the related literature showed that there were eight topics developed by the writer. They were: Introducing people, Describing people, Describing Objects, Asking Jobs, Giving Direction, Asking prices, Taking and giving orders, and Predicting future. The combination of two models of instructional materials design by Yalden and Kemp consist of six steps. They were 1) conducting need survey 2) formulating goals, topics and general purposes 3) identifying the learning objectives 4) selecting the teaching-learning activities and instructional resources 5) coordinating support service and 6) revising the materials. The content of the materials was instructional speaking materials using games for the extra-curricular activity. Students were expected to be able to use the language functions in their daily lives.

A set of instructional speaking materials using games for the extra-curricular activity helped the students to use the language functions in their daily lives. From the result of the survey research, the average of agreement was 4. It can concluded, thus, that the designed materials are acceptable.

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Penelitian ini bertujuan untuk menyusun materi pengajaran berbicara menggunakan permainan untuk kegiatan ekstra-kurikuler siswa tingkat 8 SMP Banguntapan 2 Bantul. Kegiatan-kegiatan ini menitik-beratkan pada materi berbicara untuk membantu siswa agar dapat menggunakan kemampuan berbicara dari materi yang telah mereka dapatkan dari kegiatan ekstra-kurikuler. Berdasarkan pertimbangan tersebut, penulis mengadakan penelitian ini.

Ada dua masalah yang dirumuskan dalam penelitian ini. Pertama adalah 1) Bagaimana materi pengajaran berbicara menggunakan permainan untuk kegiatan ekstra-kurikuler siswa tingkat delapan SMP Banguntapan 2 Bantul di desain? 2) Seperti apakah materi pengajaran yang di desain tersebut?

Untuk memecahkan permasalahan pertama, penulis melakukan tinjauan pustaka. Tujuan dari tinjauan pustaka adalah memberikan dasar dan referensi untuk penelitian ini. Penelitian lapangan dilakukan untuk memperbaiki materi pengajaran tersebut. Penulis membagikan kuestioner dan melakukan wawancara terhadap responden.

Untuk memecahkan masalah yang kedua, penulis menggabungkan model-model desain bahan pengajaran.

Hasil dari tinjauan pustaka menunjukkan delapan topik yang dikembangkan penulis. Topic-topik tersebut adalah: Introducing people, Describing people, Describing objects, Asking jobs, Giving direction, Asking prices, Taking and giving orders and Predicting future.

Penulis menggabungkan model-model penyusunan materi oleh Yalden dan Kemp, yang terdiri dari 6 langkah . Langkah-langkah hasil penggabungan model-model tersebut adalah sebagai berikut: 1) melakukan survey 2) menyusun tujuan, topik dan tujuan umum 3) mengidentifikasi tujuan pengajaran 4) memilih kegiatan belajar-mengajar dan sumber-sumber pengajaran 5) mengkoordinasikan bahan pendukung 6) revisi terhadap materi yang telah disusun. Isi dari materi ini adalah materi berbicara yang menggunakan permainan untuk kegiatan ekstra-kurikuler. Siswa diharapkan untuk menggunakan fungsi bahasa di dalam kehidupan sehari-hari mereka.

Materi berbicara menggunakan permainan untuk kegiatan ekstra-kurikuler ini membantu siswa untuk dapat menggunakan fungsi bahasa didalam keseharian mereka. Hasil dari penelitian lapangan terhadap responden menunjukkan bahwa materi ini dapat diterima sesuai dengan kebutuhan siswa.