

ABSTRACT

Bayuningsih, Agnes Ambar Pratiwi.(2016). **Improving Students' Speaking Ability Using the Snakes and Ladders Board Game at 11th Grade of of Saint Pius X Vocational High School Magelang.**

Yogyakarta: English Language Education Study Programme, Sanata Dharma University.

Speaking is one of the four language skills. Speaking skill is considered as a difficult subject for the 11th grade of St.Pius X Vocational High School Magelang. Some students were silent during the speaking activity even some students were using Bahasa Indonesia. Therefore, the research was aimed to improve students' speaking ability using the Snakes and Ladders board game.

In conducting the research, the researcher applied the snakes and ladders board games to improve the students' speaking ability at 11th grade of Cookery Department of St.Pius X Vocational High School Magelang. The formulated problem of this study is how the snakes and ladders board game improve the students' speaking ability at 11th grade of Cookery Department of St.Pius X Vocational High School Magelang.

The research employed classroom action research. There were 38 participants of this study from class of Cookery Department 1 of St.Pius X Vocational High School Magelang. The research was conducted in two cycles. The first cycle was conducted in three meetings and the second one was conducted in two meetings. The researcher obtained two major data analysis; qualitative data analysis and descriptive statistics.

The action research result showed that the use of the Snakes and Ladders board game had improved the students' speaking ability. The significant improvement could be seen from speaking test result from cycle 1 to cycle 2 where the result of the students' mean score was increased from 69.5 to 79.2. Using the Snakes and Ladders board game becomes an appropriate method to improve students' speaking ability.

Key words : classroom action research, the Snakes and Ladders board game, speaking ability.

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Berbicara merupakan salah satu dari empat ketrampilan berbahasa. Kemampuan berbicara dipandang sebagai hal yang sulit bagi siswa kelas 11, SMK PIUS X Magelang. Beberapa siswa diam ketika diminta untuk berbicara, bahkan beberapa diantaranya memilih menggunakan Bahasa Indonesia. Oleh karena itu, penelitian ini ditujukan untuk mengembangkan kemampuan siswa dalam berbicara menggunakan permainan ular tangga.

Dalam proses penelitian, peneliti memilih permainan ular tangga untuk mengembangkan kemampuan berbicara siswa kelas 11 SMK Pius X Magelang. Persoalannya, bagaimana permainan ular tangga dapat meningkatkan kemampuan berbicara siswa kelas 11 SMK Pius X Magelang.

Penelitian menggunakan metode penelitian tindakan kelas. Terdapat 38 responden dalam proses penelitian ini yang diambil dari kelas jurusan Tata Boga 1, SMK Pius X Magelang. Penelitian dilakukan dalam dua siklus. Siklus pertama dilakukan dalam tiga kali pertemuan dan siklus kedua dilakukan dalam dua kali pertemuan. Peneliti pun mendapatkan dua analisa data mayor; analisa data kualitatif dan pemaparan statistik.

Hasil penelitian menunjukkan bahwa penggunaan permainan ular tangga telah mengembangkan kemampuan bicara para siswa. Perkembangan yang signifikan dapat dilihat dari hasil tes berbicara antara siklus 1 dan siklus 2. Hasilnya, rata-rata nilai kemampuan berbicara mereka meningkat dari 69,5 menjadi 79,2. Penggunaan permainan ular tangga menjadi metode yang tepat dan sesuai untuk mengembangkan kemampuan berbicara para siswa.

Kata Kunci : penelitian tindakan kelas, permainan ular tangga, kemampuan berbicara.