

## ABSTRACT

Nende, Maria Clarita (2024). *Improving the Speaking Skills of the 11<sup>th</sup>-Grade Students at Saint Michael Yogyakarta Utilizing the Snakes and Ladders Game*. Yogyakarta: English Language Education Study Program, Faculty of Teachers Training and Education, Sanata Dharma University.

The ability to speak English is an essential skill needed in global communication and plays an important role in various fields, such as education. Unfortunately, there were still many students who had poor speaking skills.

The researcher responded to this problem by implementing the snakes and ladders game as the learning media to improve students' speaking skills. Two research questions were formulated in this research: "How does the snakes and ladders game implemented in learning improve the speaking skills of the 11<sup>th</sup>-grade students at Saint Michael Yogyakarta? and "Does the snakes and ladders game have an impact on the improvement of students' speaking skills?".

This research used Classroom Action Research, which was carried out during three learning cycles. The participants were the 11<sup>th</sup>-grade students at Saint Michael High School Yogyakarta, consisting of 25 students, selected by convenience sampling. The researcher collected the research data through formative test 1, formative test 2, and observation from each cycle.

This research proved that the snakes and ladders game was an effective learning media to help the 11<sup>th</sup>-grade students at Saint Michael High School improve their speaking abilities. The observation results, which included assessing students' speaking performance during the implementation of the snakes and ladders game showed that students had improved their speaking abilities from cycle I to cycle III. Moreover, the mean scores of the formative test 1 and formative test

2 proved that the students showed good improvements in their learning achievement, where the mean score of the students' formative test 1 was 55.36, and the formative test 2 was 77.64.

Keywords: classroom action research, snakes and ladders game, speaking skills

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Nende, Maria Clarita (2024). *Meningkatkan Kemampuan Berbicara Siswa Kelas 11 di Santo Mikael Yogyakarta Memanfaatkan Permainan Ular Tangga*. Yogyakarta: Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma.

Kemampuan berbahasa Inggris merupakan keterampilan penting yang dibutuhkan dalam komunikasi global dan berperan penting dalam berbagai bidang, seperti bidang pendidikan. Sayangnya, masih banyak siswa yang memiliki kemampuan berbicara yang kurang baik.

Peneliti menanggapi masalah ini dengan mengimplementasikan permainan ular tangga sebagai media pembelajaran untuk meningkatkan kemampuan berbicara siswa. Ada dua pertanyaan penelitian yang dirumuskan dalam penelitian ini: "Bagaimana permainan ular tangga yang diimplementasikan dalam pembelajaran dapat meningkatkan kemampuan berbicara siswa kelas XI di SMA Santo Mikael Yogyakarta?" dan "Apakah permainan ular tangga berdampak pada peningkatan keterampilan berbicara siswa?".

Penelitian ini menggunakan metode Penelitian Tindakan Kelas, yang dilaksanakan selama tiga siklus pembelajaran. Partisipan penelitian ini adalah siswakelas XI SMA Santo Mikael Yogyakarta yang berjumlah 25 orang, yang diseleksi melalui pengambilan sampel kenyamanan. Peneliti mengumpulkan data penelitian melalui tes formatif 1, tes formatif 2, dan observasi dari setiap siklus.

Penelitian ini membuktikan bahwa permainan ular tangga merupakan mediapembelajaran yang efektif untuk meningkatkan kemampuan berbicara siswa kelas XI di SMA Santo Mikael. Hasil observasi, yang meliputi penilaian kemampuan berbicara siswa selama pengimplementasian permainan ular tangga menunjukkan peningkatan kemampuan berbicara siswa dari siklus I hingga siklus III. Selain itu, nilai rata-rata dari tes formatif 1 dan tes formatif 2 membuktikan bahwa para siswa menunjukkan peningkatan yang baik dalam prestasi belajar mereka, di mana nilai rata-rata tes formatif 1 siswa adalah 55,36, dan tes formatif 2 adalah 77,64.

Kata kunci: penelitian tindakan kelas, permainan ular tangga, keterampilanberbicara

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