

ABSTRACT

Nadya Valendri, 2017. Using Guessing Games To Improve Students' Speaking skill at The First Year Teknik Komputer Jaringan (TKJ) of SMK TARUNA Pekanbaru. A classroom Action Research, SMK TARUNA Pekanbaru.

Key words : Guessing Games technique, improving, Speaking skill

The purpose of this research was to prove and signify whether the implementation of Guessing Games technique could better improve the students' speaking skill at the first year teknik computer jaringan (TKJ) of SMK TARUNA Pekanbaru and the factors influenced it.

This research was the classroom action research that was conducted at TKJ 1 of SMK TARUNA Pekanbaru Academic Year 2017/2018 with the amount of participant were 22 students. The reason of why the researcher carried out this research was the students had problem in speaking especially they had problem in term on their comprehension while speaking. By the previous evidence, the researcher decided to solve it by applying Guessing Games technique. Instruments of collecting the data in this research were by running some instrument such as speaking test, observation, fields notes, and interview.

This research dreadfully probed that the students' speaking skill can be enhance well and their motivation in participating the class enhanced. Referring to the clarification above, the researcher concluded that the implementation of Guessing Games technique can be enhanced speaking skill and their motivation to participate in the class.