THE EFFECTIVENESS OF *WHISPER AND GUESSING GAMES* IN TEACHING RETELLING STORY (An Experimental Study at Eight Grade Students’ of MTs Muhammadiyah Bumiayu In Academic Year 2011/2012)

A Thesis
Submitted to the English Department as partial fulfillment
Of the Requirement for S1 Degree

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DEDICATION

- My beloved father and mother, thanks a lot for your endless love and motivations that make me realize that I have to be best for you, I love you so much.
- My beloved sisters, thanks for your attention, motivations, and support.
- My beloved friends, thanks for your motivations and support.
MOTTO

Allah SWT is my destiny, just remembers Allah SWT everyday

And everytime keep always our spirit and never give up

To be your self, late better than

Never if there is a will there is a way

There is no success without sacrifice.
PREFACE

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Purwokerto, November 2011

The writer
# TABLE OF CONTENT

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>TITLE</td>
<td>i</td>
</tr>
<tr>
<td>APPROVAL</td>
<td>ii</td>
</tr>
<tr>
<td>DEDICATION</td>
<td>iii</td>
</tr>
<tr>
<td>MOTTO</td>
<td>iv</td>
</tr>
<tr>
<td>PREFACE</td>
<td>v</td>
</tr>
<tr>
<td>TABLE OF CONTENT</td>
<td>vii</td>
</tr>
<tr>
<td>LIST OF TABLE</td>
<td>x</td>
</tr>
<tr>
<td>LIST OF APPENDIX</td>
<td>xi</td>
</tr>
<tr>
<td>ABSTRACT</td>
<td>xiii</td>
</tr>
<tr>
<td><strong>CHAPTER 1</strong> INTRODUCTION</td>
<td></td>
</tr>
<tr>
<td>A. Background of Study</td>
<td>1</td>
</tr>
<tr>
<td>B. Reasons for Choosing Topic</td>
<td>2</td>
</tr>
<tr>
<td>C. Problem of Research</td>
<td>2</td>
</tr>
<tr>
<td>D. Aim of Research</td>
<td>3</td>
</tr>
<tr>
<td>E. Clarification of Terms</td>
<td>3</td>
</tr>
<tr>
<td>F. Contribution of Study</td>
<td>4</td>
</tr>
<tr>
<td><strong>CHAPTER II</strong> LITERATURE REVIEW</td>
<td></td>
</tr>
<tr>
<td>A. Retelling</td>
<td></td>
</tr>
<tr>
<td>1. Definition</td>
<td>5</td>
</tr>
<tr>
<td>B. Speaking</td>
<td></td>
</tr>
<tr>
<td>1. Definition</td>
<td>6</td>
</tr>
<tr>
<td>2. Importance of Speaking</td>
<td>7</td>
</tr>
<tr>
<td>3. Process in Speaking</td>
<td>7</td>
</tr>
</tbody>
</table>

The Effectiveness of Whisper and Guessing Games…, Khamalatul Arsyiyi, FKIP UMP, 2012
4. The Purpose of Speaking ........................................... 9
5. Component of Speaking .......................................... 10
6. Assessing Speaking ................................................... 12
7. The Concept of Teaching Retelling .......................... 15

C. Cooperative Game

1. Definition .................................................................. 16
2. Advantages of Cooperative Game .............................. 16

D. Whisper and Guessing Game

1. Definition ................................................................. 17
2. Advantages of Whisper and Guessing Game ............ 18
3. How to Do Whisper and Guessing Game ................. 19

E. Basic Assumption ............................................................. 21
F. Hypothesis ...................................................................... 21

CHAPTER III  RESEARCH METHODOLOGY

A. Method of The Research ................................................. 22
B. Place and Time of The Research ................................. 23
C. Subject of The Research .................................................. 23
D. Technique of Collecting Data ......................................... 25
E. Technique for Analyzing the Data ............................... 25

CHAPTER IV   RESULT AND DISCUSSION

A. Result .............................................................................. 29
B. Discussion ................................................................. 34
CHAPTER V  CONCLUSION AND SUGGESTION

A. Conclusion .................................................................................... 36

B. Suggestion ..................................................................................... 36

REFERENCES .......................................................................................... 39

APPENDIX
LIST OF TABLES

Table 1. Rubrics of Score.................................................................................. 12
Table 2. The Schedule of Research.................................................................... 23
Table 3. Average Score of Class Ability............................................................ 35
LIST OF APPENDIX

Appendix 1. Pre-test

Appendix 2. Post-test

Appendix 3. Lesson Plan of Experiment Class (1st meeting)

Appendix 4. The Member of Experiment Class (VIIIA) and Control Class (VIIIB)

Appendix 5. Examiner 1’s Scoring of Students’ Speaking in Pre-Test of Experimental Class

Appendix 6. Examiner 1’s Scoring of Students’ Speaking in Post-Test of Experimental Class

Appendix 7. Examiner 1’s Scoring of Students’ Speaking in Pre-Test of Control Class

Appendix 8. Examiner 1’s Scoring of Students’ Speaking in Post-Test of Control Class

Appendix 9. Examiner 2’s Scoring of Students’ Speaking in Pre-Test of Experimental Class

Appendix 10. Examiner 2’s Scoring of Students’ Speaking in Post-Test of Experimental Class
Appendix 11  Examiner 2’s Scoring of Students’ Speaking in Pre-Test of Control Class

Appendix 12  Examiner 2’s Scoring of Students’ Speaking in Post-Test of Control Class

Appendix 13  Average Score of Students’ Speaking of Experimental Class(VIIIA) in Pre-Test (X1) and (X2) Post-Test

Appendix 14  Average Score of Students’ Speaking of Control Class(VIIIB) in Pre-Test (Y1) and (Y2) Post-Test
ABSTRACT

THE EFFECTIVENESS OF WHISPER AND GUESSING GAMES IN TEACHING RETELLING STORY (An Experimental Study at Eight Grade Students’ of MTs Muhammadiyah Bumiayu in Academic Year 2011/2012)

By

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The aim of this research was to find out the effectiveness of whisper and guessing games in teaching retelling story. This research was conducted at MTs Muhammadiyah Bumiayu in academic year of 2011/2012.

The experiment was carried out in December 2011. The method of this research was quasi experiment. The total sample was 46 respondents. The respondents were divided into control and experimental class. In collecting data, the writer used a test as instrument. The test was administered twice. Then, the first was pre-test and the second was post-test. The test was a spoken test based on theme their choise. After getting the data the writer used t-test to analyze the data collected. The method of the data analysis was quantitative.

Based on the result of data analysis, it was found that the test result was 2.225, while t-table score at significance level of $\alpha = 0.05$ for degree of freedom (df) : 44 was 2.0154. So, the t-test was higher than t-table ($2.225 > 2.0154$). It means that the hypothesis which stated that there was possitive effect in teaching retelling story using whisper and guessing games at eight grade students’ of MTs Muhammadiyah Bumiayu in academic year of 2011/2012 was accepted.