

**THE EFFECTIVENESS OF BOARD GAMES
FOR TEACHING SPEAKING**

**(An Experimental Study at the Eighth Grade Students of
SMP Negeri 1 Kemranjen, Academic Year 2012/2013)**



A THESIS

**Submitted to the English Department as a Partial Fulfillment of the
Requirement for S.Pd Degree**

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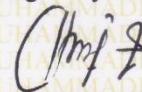
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STATEMENT OF AUTHORSHIP

Hereby, I state that this is my original work to the best of my knowledge, except as acknowledged in the text, and this material has not been submitted either partially or wholly, for a degree at this or any other university.

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Purwokerto, August 2013

The Writer

ABSTRACT

THE EFFECTIVENESS OF BOARD GAMES FOR TEACHING SPEAKING (An Experimental Study at the Eighth Grade Students of SMP Negeri 1 Kemranjen, Academic Year 2012/2013)

**By:
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The aim of the research was to find out the effectiveness of Board Games for teaching speaking at the eighth grade students of SMP Negeri 1 Kemranjen in academic year 2012/2013. This research used quasi experimental research, the population of this research was students of the eighth grade students of SMP Negeri 1 Kemranjen, the total sample of the research was 68 students and the samples were class C as experiment class which consists of 34 students and class B as control class which consists of 34 students. The use of Board Game was used in experimental class, while in control class was not given any special treatment. Test was used in collecting data, namely pre-test and post-test. The test consists of situational cards item. After the data were collected, it was analyzed by using t-test. It was carried out at February 2013. The result was higher than t-table. It was 3.90, and the result of t-table at significant level 0.05 with the degree of freedom 66 was 1.668. Then, the calculation of t-obtained with t-table was concluded that t-obtained was higher than t-table ($3.90 > 1.668$). Based on the pre-test and post-test results, shown that all of the speaking aspects had significant difference at $p < 0.05$. Board Game was effective to develop students' fluency and comprehension, because in this activity the students had to take a part in conversation to practice speaking and comprehend it well. Therefore, the students had to speak fluently. Furthermore, it was also effective for increasing and enriching students' grammar, vocabulary and pronunciation. In conversation activity, the students took attention highly in mastering grammar and used adequate vocabulary in order to speak with good grammar and pronounce words correctly. Based on the description mentioned previously, it could be concluded that Board Game was effective for teaching speaking at the eighth grade at the eighth grade students of SMP Negeri 1 Kemranjen in academic year 2012/2013.

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