IMPROVING STUDENTS' SPEAKING SKILL BY USING SCAVENGER HUNT GAME IN MAN KUNIR

THESIS

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MOTTO

“DON’T TAKE UNDERESTIMATE SMALL THINGS,

EVERY BIG TING STARTS FROM THE SMALLER ONE”

-Aminnudin-

DEDICATION

Dedicated to:

SUMADI AND HAYUNA

- IAIN Tulungagung
- TBI E (2012/2013)
- TBI B (2012/2013)
- GESREKERS
- IIWC (Indonesia International Work Camp)
- GREAT (Gerakan Kerelawanan Internasional)
- Deny Bagoezt Prasetya and Barika Riz

ABSTRACT

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Keyword: Improving speaking, Dialog conversation, Scavenger Hunt Game, Classroom Action Research.

Speaking is very important skill to be mastered. The fact shows that students who had good score in English class are not always had a good ability to speak English. Practically speaking skill is really needed and it is most used skill to interact among the four language skills. Based on the result of preliminary study in first grade students of MIA III in MAN Kunir, the practical problems in speaking class were; the students were shy to speak English, they had lack of motivation, they had less of practice, and they had less of vocabulary. Hence, to reach the target of teaching learning process, there must be an effective teaching strategy that can overcome the problems above.

This research was concerned on the application of Scavenger Hunt Game in solving students' practical problem of speaking. The Scavenger Hunt game in fact was an outdoor full day game usually used for outbound game. Here, the Scavenger Hunt game was used as a teaching strategy to solve students' problems in speaking class above.

The formulation of the research problem was "How can the Scavenger Hunt Game improve students' speaking skill of the first grade students of MAN Kunir?" The purpose of this research was to describe how the Scavenger Hunt Game can improve the students' speaking skill for the first grade students of MAN Kunir.

Research method: 1) Research design of this study was Classroom Action Research. 2) The subjects of this study were the first grade students of MIA III in MAN Kunir. 3) The research instruments were observation sheet, questionnaire sheet and test. 4) The research procedures of this research consisted of four stages. They are planning, implementing, observing, and reflecting. 5) The criteria of success were determined in the two forms; qualitative and quantitative criteria. The criteria of success in form of Qualitative were indicated by: (a) the students had to be active to follow the teaching learning process indicated by the observation check list. (b) The students felt enjoy following the teaching learning process indicated by questionnaire. Whereas, criteria of success in the form of quantitative was that students' speaking score must at list B in each aspect on rubric.

The result of implementing the Scavenger Hunt Game showed that the strategy was effective to solve students' speaking problems. It required two cycles to be successful. In Cycle 1, the result of students' speaking scores showed that there were 12 of students passed and 12 of students were failed. Meanwhile, the result of distributing questionnaire showed that only 49% of the students were motivated. The results of observation sheet showed that there were 5 very active students, 17 active students, and 2 enough students. From the result of analyzing the collected data in Cycle 1, the study needed to be continued in the next cycle with some improvement of the scenario of teaching. Because of that reason, the researcher continued to the next cycle. In Cycle 2, the result of students' speaking scores showed that there were 22 of students passed and 2 of students were failed. Meanwhile, the result of distributing

questionnaire showed that 94% of the students were motivated. The results of observation sheet showed that there were 19 very active students, 3 active students, and 2 passive students. Thus, based on the result of cycle 2 the Scavenger Hunt Game is an effective technique used to solve student's practical problems in learning speaking.

ABSTRAK

Aminnudin. Nomor Induk Mahasiswa. 2813123036. 2016. *Improving Students' Speaking Skill by Using Scavenger Hunt Game in MAN Kunir*. Skirpsi. Tadris Bahasa Inggris. Institut Agama Islam Negri (IAIN) Tulugagung. Pembimbing : Dr. Susanto, S.S., M.Pd.

Keyword: Improving speaking, Dialog conversation, Scavenger Hunt Game, Classroom Action Research.

Berbicara adalah kemampuan yang sangat penting untuk dikuasai. Pada kenyataanya, siswa yang mendapatkan nilai baik dalam mata pelajaran bahasa inggris tidak selalu baik pula dalam berbicara menggunakan bahasa inggris. Padahal berbicara sangat dibutuhkan dan yang paling sering digunakan untuk berinteraksi diantara empat kemampuan bahasa lainnya. Berdasarkan hasil dari *preliminary study* yang dilaksanakan di siswa-siswa kelas 1 MIA III di MAN Kunir, masalah praktis dalam kelas berbicara adalah; mereka malu untuk berbicara menggunakan bahasa inggris, mereka tidak mempunyai motivasi belajar, kurangnya praktik, dan kurangnyna kosa kata. Jadi, untuk mencapai target dari proses belajar pembelajaran harus ada sebuah strategi belajar yang efektif yang bisa mengatasi semua masalah diatas.

Penelitian ini berkaitan dengan penerapan dari Scavenger Hunt Game untuk menyelesaikan masalah berbicara. Scavenger Hunt game sebenaranya adalah permainan *full-day* di luar ruang yang biasanya digunakan dalam permainan *outbound*. Dalam penelitian ini, Scavenger Hunt game digunakan sebagai strategy pembelajaran untuk mengatasi masalah berbicara bahasa inggris siswa di atas.

Rumusan masalah dalam penelitian ini adalah "Bagaimana Scavenger Hunt Game bisa meningkatkan kemampuan berbicara siswa kelas satu di MAN Kunir?" Tujuan masalah dalam penelitina ini adalah untuk menggambarkan bagaimana Scavenger Hunt Game bisa meningkatkan kemampuan berbicara siswa kelas satu di MAN Kunir.

Metode penelitian yang digunakan adalah: 1) Desain penelitian menggunakna Penelitian Tindakan Kelas. 2) Subyek penelitian adalah siswa kelas satu MIA III di MAN Kunir. 3) Instrument penelitian adalah lembar obserfasi, kuesioner dan tes. 4) Prosedur penelitiannya meliputi Perencanaan, Penerapan, Obserfasi, dan Refleksi. 5) kriteria keberhasilan ditentukan oleh dua kondisi; kreteria kualitatif dan kuantitatif. Kriteria keberhasilan dalam bentuk kualitatif diindikasikan dengan: (a) Siswa harus aktif mengikuti proses belajar pembelajaran yang diindikasikan dengan *observation check list*. (b) Siswa merasa senang mengikuti proses belajar pembelajaran yang diindikasikan oleh kuesioner. Sedangkan, kriteria kesuksesan dalam bentuk kuantitatif adalah sekor berbicara siswa harus paling tidak mendapatkan nilai B di setiap aspek yang tercantum di rubric.

Hasil dari penerepan Scavenger Hunt Game menunjukkan bahwa setrategi ini efektif untuk menyelesaikan masalah berbicara siswa. Penelitian ini membutuhkan 2 siklus. Di Sikuls 1, hasil tes berbicara menunjukkan bahwa ada 12 siswa lulus dan 12 siswa tidak lulus. Hasil dari kuesioner menunjukkan bahwa hanya 49% dari keseluruhan siswa telah termotivasi. Hasil observasi menunjukkan bahwa ada 5 siswa sangat aktif, 17 siswa aktif, dan 2 siswa cukup. Dari hasil analisa data yang terkumpul di siklus 1, study ini harus dilanjutkan kesiklus berikutnyadengan beberapa perubahan di sekenario pembelajaran.Di Sikuls 2, hasil tes berbicara menunjukkan bahwa ada 22 siswa lulus dan 2 siswa tidak lulus. Hasil dari kuesioner menunjukkan bahwa hanya 94% dari keseluruhan siswa telah termotivasi. Hasil observasi

menunjukkan bahwa ada 19 siswa sangat aktif, 3 siswa aktif, dan 2 siswa pasif. Dengan demikian, berdasarkan hasil dari siklus 2 Scavenger Hunt Game adalah strategy efektif yang digunakan untuk mengatasi masalah dalam kelas berbicara.

DECLARATIONOFAUTHORSHIP

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State that thesis entitled "**Improving Students' Speaking Skill by Using Scavenger Hunt Game in MAN Kunir"** is truly my original work. It does not any materials previously written or published from by another person except those indicated in quotation and references. Due to the fact, I am the only person responsible for the thesis if there is any objection or claim from other.

Tulungagung, June 2016

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In the name of Allah SWT the Most Merciful, all praises will always be given for Him for all blesses given to me as the writer, so the writer can accomplish writing this thesis. Unforgettable, may peace and salutation are given to the Prophet Muhammad SAW who brought all human being from the darkness into the lightness era.

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The writer realizes that this research is still far from being perfect. Therefore, any constructive criticism and suggestion will be gladly accepted.

Tulungagung, June 23rd 2016

The writer

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