

**IMPROVING THE FOURTH GRADE STUDENTS' SPEAKING SKILLS
THROUGH BOARD GAMES AT SD MUHAMMADIYAH PEPE BANTUL
YOGYAKARTA**

A THESIS

Presented as Partial Fulfillment of the Requirements for the Attainment of
Sarjana Pendidikan Degree in English Education



By:

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**ENGLISH EDUCATION DEPARTMENT
FACULTY OF LANGUAGES AND ARTS
YOGYAKARTA STATE UNIVERSITY**

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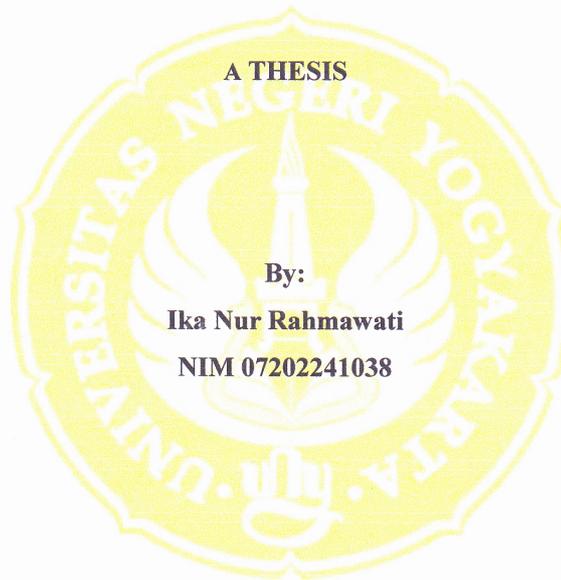
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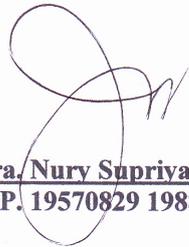
APPROVAL

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A Thesis

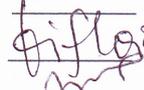
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Degree in English Language Education

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Speaking Skills through Board Games at
SD Muhammadiyah Pepe Bantul
Yogyakarta*

Menyatakan bahwa karya ilmiah ini adalah hasil pekerjaan saya sendiri. Sepanjang pengetahuan saya, karya ilmiah ini tidak berisi materi yang ditulis oleh orang lain, kecuali bagian-bagian tertentu yang saya ambil sebagai acuan dengan mengikuti tata cara dan etika penulisan karya ilmiah yang lazim.

Apabila ternyata terbukti bahwa pernyataan ini tidak benar, sepenuhnya menjadi tanggung jawab saya.

Yogyakarta, 3 Juni 2012

Penulis,



Ika Nur Rahmawati

DEDICATIONS

This thesis is fully dedicated to:

*My beloved Mom and Dad,
Ibu Sri and Bapak (Alm.) Fachur,*

My Sister, Nĕa

MOTTOS

"Your success lies right behind the wall blocking your way."

(MAs)

"Don't waste your time or time will waste you."

(Muse)

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ABSTRACT

This study was aimed at improving the fourth grade students' speaking skills through board games at SD Muhammadiyah Pepe, Bantul Yogyakarta. Based on the preliminary observation, there were some problems in the teaching and learning of speaking. They dealt with students' speaking skills related to students' participation, confidence, comprehension, fluency, vocabulary, pronunciation and grammatical accuracy. The solution for these problems was applying board games and other actions that supported the games' role in solving the problems.

This study is action research. This research consisted of two cycles with three meetings in each cycle. The subjects of the research were the fourth grade students of SD Muhammadiyah Pepe, the English teacher as the collaborator and the researcher. The data collection techniques were observations, interviews and tests. Hence, the data were in the form of field notes, interview transcripts and students' speaking scores. In analyzing those data, two methods were used. The qualitative data were analyzed in five steps, i.e. assembling the data, coding the data, comparing the data, building interpretations, and reporting the outcomes. The quantitative data in the form of pre-test and post-test scores were analyzed by comparing the mean scores.

The result of the research showed that the use of board games in combination with applying various media in the presentation, using songs, using classroom English, and conducting listening activities was able to improve students' speaking skills. Based on the qualitative data, the students could respond to the language functions appropriately, speak at the normal speech without pausing for words, say the language function in correct pronunciation and appropriate intonation, and use the language functions without grammatical errors. They also enthusiastically joined the teaching and learning activities. Based on the quantitative data, the students' speaking scores and the number of students who performed each indicator increased. The improvements of the mean scores were 53.85% for comprehension, 66.67% for fluency, 41.7% for vocabulary, 43.8% for pronunciation, and 85.1% for grammatical accuracy. From the data above, it can be concluded that the students' speaking skills improved.