THE EFFECT OF USING TWENTY QUESTIONS GAME TECHNIQUE TOWARD SPEAKING ABILITY OF THE SECOND GRADE STUDENTS AT SMPS SEI PUTIH KAMPAR TIMUR DISTRICT OF KAMPAR REGENCY





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Thesis

Submitted as Partial Fulfillment of the Requirements for Getting Bachelor Degree of Education (S.Pd.)



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EXAMINER APPROVAL

The thesis entitled The Effect of Using Twenty Questions Game toward Speaking Ability of the Second Grade Students at SMPS Sei Putih Kampar Timur District of Kampar Regency, that is written by Sriningsih, SIN, 10714000747. It has been approved and examined by the examination committee of undergraduate degree at faculty of Education and teacher Training of State Islamic University of Sultan Syarif Kasim Riau on Rabiul Akhir 20, 1435 H/ Januari 22, 2014 M as one of requirements for undergraduate Degree (S. Pd.) in English Education.

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ABSTRACT

SRININGSIH (2013): The Effect of Using Twenty Questions Game Technique toward Speaking Ability of the Second Grade Students at SMPS Sei Putih of Kampar Timur District of Kampar Regency

This research is a pre experimental research. The researcher used one group pretest-posttest design. The researcher used one class as a sample that consisted of 17 students There were two variables in this research. They were X variable (Twenty Questions Game technique) as independent variable and Y variable (speaking ability) as dependent variable. Based on the writer' preliminary study to the second grade students at SMPS Sei Putih Kampar Timur, it showed that students' speaking ability was low. The writer had tried to solve this problem by implementing Twenty Questions Game Technique. This technique is one of the techniques that can be implemented to enhance speaking ability.

The main objectives of this research was to find out whether or not there was any significant effect of using Twenty Questions Game Technique toward Speaking Ability of the Second Grade Students at SMPS Sei Putih of Kampar Timur District of Kampar Regency. The sample of this research was the second year students of SMPS Sei Putih of Kampar Timur District of Kampar Regency.

The writer used oral presentation test to collect the data of this research. The data were analyzed by using SPSS 16.0 version computer program.

Based on the data analysis, researchers found that there was significant effect of using Twenty Questions Game Technique toward Speaking Ability of the Second Grade Students at SMPS Sei Putih of Kampar Timur District of Kampar Regency. It can be seen from T-test calculation. T-test calculating is 10.555. It is higher than standard on the critic table of the T-test that is 2.92 in 1% and 2.12 in 5%. It can be read 2.12 <10.555> 2.92. Regarding the result above, Ha is accepted and Ho is rejected. It means that there is significant difference of students' speaking ability before being taught by using Twenty Questions Game Technique and after being taught by using Twenty Questions Game Technique of the second grade at SMPS Sei Putih Kampar Timur.

ABSTRACT

SRININGSIH (2013) :Pengaruh Penggunaan Teknik Game Twenty Questions terhadap Kemampuan Berbicara Siswa Kelas Dua SMPS Sei Putih Kampar Timur

Jenis penelitian ini adalah penelitian pre-experimen. Peneliti menggunakan satu kelas sebagai sampel yang terdiri dari 17 siswa. Ada dua variabel dalam penelitian ini, yaitu: variable X (Teknik Game Twenty Questions) sebagai variabel bebas dan variabel Y (Kemampuan Berbicara) sebagai variabel terikat. Berdasarkan studi pendahuluan, penulis mendapatkan data bahwa kemampuan berbicara siswa kelas dua SMPS Sei Putih tergolong rendah. Penulis tertarik untuk mengatasi masalah ini dan melakukan penelitian dengan menerapkan Teknik Game Twenty Questions. Teknik ini dapat digunakan untuk meningkatkan kemampuan berbicara bahasa Inggris.

Tujuan penelitian ini adalah untuk menemukan pengaruh penggunaan teknik Game Twenty Questions terhadap kemampuan berbicara siswa kelas dua SMPS Sei Putih Kampar Timur Kabupaten Kampar.

Teknik pengumpulan data yang digunakan penulis adalah test presentasi berbicara. Untuk menganalisa data, penulis menggunakan program SPSS versi 16.0.

Berdasarkan analisis data, peneliti menemukan bahwa terdapat pengaruh yang signifikan dari penggunaan Teknik Twenty Questions Game tehadap kemampuan berbicara siswa kelas dua SMPS Sei Putih Kampar Timur. Hal ini dapat dilihat dari perhitungan T-test. Nilai T-test adalah 10.555. Nilai ini lebih tinggi dari nilai kritik dari nilai t pada table yaitu 2.92 pada taraf 1% atau 2.12 pada taraf 5%. Dengan demikian 2.12 < 10.555> 2.92. Berdasarkan hasil di atas dapat di simpulkan bahwa Ha diterima dan Ho ditolak. Itu berarti ada perbedaan yang signifikan antara kemampuan berbicara sebelum diajar dengan menggunakan teknik Twenty Questions dengan setelah diajar dengan Teknik Twenty Questions Game siswa kelas dua SMPS Sei Putih Kampar Timur.

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مین یا ربّ العالمین

Pekanbaru, December 2013

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