

## ABSTRACT

Indriyanti, Fanny. 2016 *Teaching Speaking Using Jenga Games to Senior High School AlFattah Sidoarjo*, Thesis, *English Education Study Program*, STKIP PGRI Sidoarjo. Advisor: 1) Dr.Sulistyaningsih, M.Pd. and (2) Ester Hesturini, M.Pd.

*Key words: Teaching, Speaking, Jenga Games.*

This research purposed to describe how the teacher teach speaking using Jenga Games in the class, to describe how the progress of the students' responded to the speaking for describing historical place in teaching speaking. This study used descriptive qualitative method. The data were taken from the tenth grades students of SMA AL-FATTAH Sidoarjo, class X MIPA with 30 number of students. The data collecting technique used observation field note, observation checklist, and questionnaire. From the result of observation, the researcher could say that the Implementation of Teaching Speaking Using Jenga Games were first, the teacher gave some pictures of adjectives used in describing place. Second, the teacher asked to the students to describe pictures in pairs, then they presented their description of the pictures in front of the class and gave feedbacks. In consequence, all of the students directly understood and corrected their mistakes. Based on the questionnaire there was 65% of the students who answered "YES". It meant the students were feeling enthusiastic and enjoyed to learn speaking English, especially in the Implementation of Teaching Speaking Using Jenga Games. It could be said that the teaching speaking using Jenga Games for describing historical places in the class was enthusiastic.



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Indriyanti, Fanny. 2016 *Teaching Speaking Using Jenga Games to Senior High School Al-Fattah Sidoarjo*, Skripsi, *Pendidikan Bahasa Inggris*, STKIP PGRI Sidoarjo. Pembimbing: 1) Dr.Sulistyaningsih, M.Pd. and (2) Ester Hesturini, M.Pd.

*Kata Kunci: Mengajar, Berbicara, Jenga Games.*

Penelitian ini bertujuan untuk mendeskripsikan bagaimana guru mengajar berbicara menggunakan Jenga Games di kelas, untuk menggambarkan bagaimana kemajuan siswa merespons terhadap berbicara untuk menggambarkan tempat bersejarah dalam mengajar berbicara. Penelitian ini menggunakan metode deskriptif kualitatif. Data diambil dari siswa kelas X SMA AL-FATTAH Sidoarjo, kelas X MIPA dengan 30 siswa. Teknik pengumpulan data menggunakan catatan lapangan observasi, daftar periksa observasi, dan kuesioner. Dari hasil pengamatan, peneliti dapat mengatakan bahwa Implementasi Mengajar Berbicara Menggunakan Game Jenga adalah yang pertama, guru memberikan beberapa gambar kata sifat yang digunakan dalam menggambarkan tempat. Kedua, guru meminta siswa menjelaskan gambar secara berpasangan, lalu mereka mempresentasikan hasil deskripsi mereka di depan kelas dan memberikan umpan balik. Karena itu, semua siswa secara langsung memahami dan memperbaiki kesalahan mereka. Berdasarkan kuesioner ada 65% siswa yang menjawab "YA". Ini berarti para siswa merasa antusias dan senang belajar berbicara bahasa Inggris, terutama dalam Implementasi Mengajar Berbicara Menggunakan Jenga Games. Dapat dikatakan bahwa pengajaran berbicara menggunakan Jenga Games untuk menggambarkan tempat-tempat bersejarah di kelas sangat antusias.

