

ABSTRACT

Hutabarat, Esra Elita. 208121049. *Improving Students' Speaking Achievement through Guessing Games*. A Thesis. Faculty of Languages and Arts. State University of Medan. 2013.

This study attempts to improve students' achievement in speaking through Guessing Games. This study was conducted by using classroom action research in two cycles. The subject of the research was class VIII-II Yayasan SMP Swasta HKBP Sidorame. The number of the students was 30 as samples. The data were collected by using test which is taken from students' score, diary note, observation sheet, questionnaire sheet, and interview sheet. The result of research shows that the mean of the Test III (64.83) is higher than mean of the Test II (54.93) and the Test I (48.93). Based on the diary note, observation sheet, questionnaire sheet, and interview sheet, it shows that the students were more active and enthusiastic during the teaching-learning process in the first and second cycle.

