

ABSTRACT

Tarigan, Maulidia Rismi. 2101121028. The Effect of Using Guessing and Speculating Game with Pictures on Students' Achievement in Speaking. A Thesis. Faculty of Languages and Arts, State University of Medan. 2015.

This study deals with the effect of using Guessing and Speculating Game with Pictures on students' achievement in speaking. The objective of the study is to find out whether Guessing and Speculating Game with Pictures significantly affects the students' achievement in speaking. This study was conducted by using experimental design. The population of the study was the students of grade VIII of SMP Negeri 10 Medan in the academic year 2014/2015, where there were 13 classes of VIII and there were two classes were selected as the sample by applying random sampling. The sample was divided into two groups. The Experimental group (VIII D) was taught by applying Guessing and Speculating Game with Pictures, while the control group (VIII C) was taught by applying Make a Match method. The data of the study were obtained from the students' score of writing test. To determine the reliability of the test, the writer used inter-rater formula. Based on the data calculation showed that the coefficient of reliability of the test was 0.81. It showed that the test was reliable and the reliability was very high. There were two data used in this study. They were pre-test and post-test. The data were analyzed by applying t-test formula. After analyzing the data, the result of the study showed that t-observed (5.16) was higher than t-table (1.684) (t-observed > t-table) at the level of significance of $\alpha = 0.05$ and at the degree of freedom (df) = 48. It can be concluded that applying Guessing and Speculating Game with Pictures significantly affects on the students' achievement in speaking or in other words the hypothesis is accepted.

Keyword: Guessing and Speculating Game with Pictures, Speaking Achievement,