

ABSTRACT

Sitompul, Marisa. Registration Number: 208321041. *The Effect of Magic-Square Game in improving 10th Grader Students' Speaking Achievement*. A Thesis. English and Literature Department, Faculty of Language and Arts, State University of Medan. 2015

This Study was an experimental research. The objective was to discover the significance of using *magic square* game in improving 10th grader students' speaking achievement. Twenty students were taken as the sample: 10 students for the experimental group and 10 students for the control group. The students in the experimental group were given *magic square* game as the media to practice their speaking skill. The *magic square* game was used to improve students' achievement in speaking, while the control group were taught without the *magic square* game. They only use textbooks. The students' performance were evaluated by using Fulcher's (2003) Foreign Service Institute (FSI) Weighting Table. The scoring was done by the English teacher and the researcher. The research findings shows that the reliability of the test was high, i.e. 0,99, whereas the T-observed value at the level of significance 0,05 is 20 and it was lower than the T-critic(22). Therefore, the alternative hypothesis was accepted. It can be concluded that the students' speaking achievement taught by using *magic square* game was significantly higher than those whom taught without using *magic square* game. So, English teacher are suggested to use *magic square* game in practicing the students' speaking achievement.

Keywords : *Magic-Square game, Speaking Achievement, media*