

ABSTRACT

Batubara, Wilda Nabila Dzalika, Registration Number 2213121030, Interactive Games in English Teaching Speaking Skill to The Students Grade 4th Plus at SD Islam Sabila Amanda Medan, Thesis. English Language Education Study Program, English Language and Literature, Faculty of Languages and Arts, Medan States University, 2025.

This study was motivated by the need for innovative English language teaching methods, particularly for speaking skills in elementary school students. The purpose of this study was to identify effective methods and techniques for teacher in using interactive games and to examine student responses to the use of these methods in grade 4 Plus at SD Islam Sabila Amanda. The research method used was descriptive qualitative, with data collection through observation, interviews, and documentation. The results showed that teachers were able to integrate interactive games in a structured manner from icebreakers and digital practice to group presentations so that learning became more active, adaptive, and enjoyable. Students demonstrated increased motivation, self-confidence, and active participation. The use of interactive games has been proven to create a supportive and inclusive learning environment and is effective in stimulating the development of English speaking skills in elementary school students.

Keywords: interactive games, speaking skills, elementary, learning, motivation