

THE IMPLEMENTATION OF ENGLISH GUESSING GAME TO STUDENTS' SPEAKING SKILL AT 8TH GRADE OF MTsN PADEMAWU PAMEKASAN

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Abstract

The aim of this research to find of How is process the implementation of guessing game to student speaking skill in 8th grade of MTsN Pademawu Pamekasan. The approach to this research uses a qualitative research approach. Qualitative research is a research procedure that produces descriptive data in the form of written or spoken words from people and observed behavior. Qualitative research is research that produces analytical procedures that do not use statistical analysis procedures or other data quantification methods in the form of words, images and not numbers. Therefore, research reports will contain data quotations to provide an overview of the presentation of the report. The use of guessing games can develop students' speaking skills. Because in the learning process students are required to actively speak, that is, students are able to answer descriptions on picture word cards, students' speaking skills will also increase. makes students interested in learning English, helps develop cognitive abilities and can train students' speaking skills teachers.

Keyword: Implementation, Guessing Game, speaking skill

INTRODUCTION

Learning English at school will determine student development. If the language used is good, then understanding other sciences will be good too. Learning English is very important at an early age. Therefore, the quality of learning must be improved. If at an early age the ability to read English is good and correct, it is certain that this ability will be used at the next level of education. especially in the current era of globalization, it is required that all individuals use English well and correctly because English is the language of international communication. Therefore, reading lessons must be given at an early age in order to provide the initial stages of the process of learning to read for students .

Speaking is a process to communicate among people in delivering utterances. According to Gert and Hans in Efrizal (2012) speaking is speech or utterances with the goal of having intention to be acquainted by sender and the receiver processes the expression in

order to recognize their intentions. Speaking is a spoken expression of an interactive process of rising meaning which including phonological and grammatical system and needs the skill to work together in the arrangement of speaking turn in order to convey information and idea.

Method is part of the learning method carried out by teachers by asking students to guess according to interesting themes that have been previously determined by the teacher, so that it can be interesting and make students involved in the learning activity. Gaming use This is intended to make things easier English learning. This game is also an appropriate learning medium for conveying material in an easy and fun way. Usually teachers only use learning methods that are usually used. As well as using ordinary reading learning methods to teach students speaking skill, in this study the researcher used the guessing game method as an alternative method that can be used in English speaking skill. The researcher chose speaking skill using a guessing game because because at the beginning of the observation the

researcher went to the field and found out that the students at the school, especially in class 8, did not master English and the students' speaking ability in English was very low and using this guessing game is suitable for speaking skills because students will be more active in participating.

The strategy used in this research is to apply the guessing game learning English. Guessing games is kind of game in which the teacher ask to student and give some tasks which there were some task that have been prepare by the teacher to do activities in playing guessing game (Desi & fahri 2019).So guessing game kind of game which brings an excitement for people who plays it. This is suitable for the students since it encourages the students to speak more during playing the games..

When the researcher went to the field, the researcher found that several students found it difficult to speak English because they were shy and not confident enough to try speaking English so researchers use word guessing games as an interesting method during learning because this method can overcome students' speaking skill problems. Another benefit is that students get pleasant learning conditions, which creates motivation to learn. Students need step-by-step guidance to be able to master English language learning. Especially speaking skill. Guessing game is a game where someone has to guess something that has been given instructions. Using this guessing game method is to stimulate students' speaking skills, so that they dare to read at once. improve students' speaking skills.

METHOD

The approach to this research uses a qualitative research approach. Qualitative research is a research procedure that produces descriptive data in the form of written or spoken words from people and observed behavior. Qualitative research is research that produces analytical procedures that do not use

statistical analysis procedures or other data quantification methods in the form of words, images and not numbers. Therefore, research reports will contain data quotations to provide an overview of the presentation of the report.

While this type of research is field research, it can also be considered as a broad approach to qualitative research or as a method for collecting qualitative data. The important idea is that researchers go into the 'field' to make observations about a phenomenon in a natural setting.

RESULTS AND DISCUSSION

RESULT

From direct teachers results, the guessing game method is indeed influence on students' speaking skills, because in the use of this guessing game is related to students' listening skills as well as students' speaking skills. One of the important roles in learning is to always innovate in learning, one of which is doing innovation by using interesting new methods students' interest in learning. One method that needs to be done is guessing game method. Based on an interview with a female student named Sriwahyuni regarding the results of using guessing games on students' speaking skills, she said:

The implementation of this guessing game is very fun, the vocabulary is easy to remember, and learning is also more enthusiastic. the same as what Lukman Hakim, an 8th grade student, said when interviewed in class he said: "*Learning English using guessing games My friends and I enjoyed following it firstly, secondly it was easier for us to describe the pictures on the cards, apart from that we were also more accustomed to practicing speaking skills in front of other friends. So that gradually our speaking skills were trained, that's how we*

started don't get nervous when talking in front of friends (presentations), because it's normal when studying English.

One of the Class 8 students, fathan said: *I really like learning English with guessing games and friends. At first, many friends didn't know him implementing learning using this guessing game model so that There are still students who are sometimes confused when reading questions and answered it. Apart from that, students are also still shy when they do it get their turn to read the question cards, because usually students do only listen to the teacher and are less active in expressing.*

From the results of the interview above, it can be seen that the results of implementation the word guessing method for grade 8 students at MTsN Pademawu Pamekasan aims to improve students' speaking skills. Because learning using the word guessing method will make students active in learning, students will become enthusiastic in learning, increasing interest in learning and will compete with their friends to be appointed by the teacher to advance forward. From the results of the interview, it can be concluded that guessing games can train speaking skills. Because in the learning process students are required to be active in speaking, namely presenting the results of the images mentioned and describing them again and students can produce new vocabulary.

Table 4.1 Research Findings

No	Research Focus	Findings
1	process implementation of guessing game to student speaking skill in 8th grade Mts Nurul karomah	The process in implementation of english guessing game at Mts Nurul Karomah is that at the initial stage of learning the teacher explains the competencies to be achieved, then the teacher asks the students to stand in pairs, one student is given a card which is then read to their partner. Another student was given a card whose contents could not be read (folded) and then stuck it on his forehead. The student who brings the question card describes the picture on the card, while their partner guesses what is meant on the card. The correct answer corresponds to the contents of the card attached to the forehead.
2	Result after the implementation of guessing to student speaking skill in 8th grade Mts Nurul karomah	Guessing games have many advantages including being able to train students' ability to reason, will but will also develop students' speaking skills. The more Students are able to answer the description in cards then students' skills in speaking will also increase. The use of guessing games can develop students' speaking skills. Because in the learning process students are required to actively speak, that is, students are able to answer

DISCUSSION

Based on data obtained from direct research results, the use of guessing games does have an effect on students' speaking skills, because the use of guessing games is related to students' thinking skills and students' speaking skills. Based on the results of research conducted during English learning, the results show that there are still some students who still have difficulty speaking skills, students have difficulty constructing sentences in good and correct English. Based on these daily speaking skills, there are indeed several students who are able to speak fluently and are not shy. It is strongly suspected that the students' low speaking skills are due to the very low level of students' speaking activity in the learning process, so it appears that the students are not ready when asked to speak in every meeting. On the other

hand, teachers are less than optimal in using teaching aids as English learning tools. Students are also still shy about speaking and students do not understand the translation of the sentences spoken by the teacher when explaining the lesson.

Based on an interview with Mrs. Nurhalimah S.pd. "From the use of this guessing game, it is one method to train students' speaking skills. Just speaking, the students' abilities are not the same, some are categorized as students who understand quickly, some are standard and some are weak, starting from their concentration, ability to think to their ability to actually follow along. these lessons, but the teacher also has a way to hone all the various abilities that the students have while still honing their speaking skills, one of which is the use of this guessing game. After applying it several times, the students' speaking skills are increasing, because the students are not just watching. but asked to describe, understand, think, so that not only thinking skills are trained but speaking skills are also trained.

CONCLUSION

Based on the results of research and discussion regarding the implementation of English guessing game to student speaking skills in 8th grade at MTS Nurul Karomah, it can be concluded that 1) The process in implementing the guessing game method at Mts Nurul Karamah is that at the initial stage of learning the teacher explains the competencies to be achieved, then the teacher asks the students to stand in pairs, one student is given a card which is then read to their partner. Another student was given a card whose contents could not be read (folded) and then stuck it on his forehead. The student who brings the question card describes the picture on the card, while their partner guesses what is meant on the card.

The correct answer corresponds to the contents of the card attached to the forehead. 2) The use of guessing games can develop students' speaking skills. Because in the learning process students are required to actively speak, that is, students are able to answer descriptions on picture word cards, students' speaking skills will also increase. makes students interested in learning English, helps develop cognitive abilities and can train students' speaking skills. Teachers become creative, learning becomes more effective. A good speaking performance is gotten from the listening skill. The better listening the students have the better speaking they will perform..

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