

**THE IMPLEMENTATION OF GUESSING GAMES TO TRAIN
VOCATIONAL HIGH SCHOOL STUDENTS SPEAKING
SKILLS IN MERDEKA BELAJAR CURRICULLUM**

THESIS

**Submitted in Partial Fulfillment of the Requirements for
Gaining The Bachelor Degree of Education in English
Department**



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2023

STATEMENT OF ORIGINALITY

I certify that this thesis is original and the examiners have also verified this. I will face consequences in accordance with the rules and regulations if it is later determined that this thesis contains plagiarism.

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MOTTO

“There are no failed dreams,only delayed dreams. If you feel that you have failed in achieving your dreams,don't worry,another dream can be created”

“Tidak ada mimpi yang gagal,yang ada hanyalah mimpi yang tertunda. Sekiranya merasa gagal dalam mencapai mimpi,jangan khawatir mimpi-mimpi lain bisa diciptakan”

~Windah Basudara



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Finally, the researcher hopes that this script will be useful for all readers. The writer realizes that this script hasn't been perfect. Therefore, the researcher wishes for correctness, criticism, and suggestion for this script.

ABSTRACT

Nabila,Zahriyatun. (2023). *The Implementation of Guessing Games to Train Vocational High School Students Speaking Skills in Merdeka Belajar Curricullum.* English Teacher Education Departement, Faculty of Education and Teacher, University of Nahdlatul Ulama Sunan Giri. Advisor I: AINU ZUMRUDIANA. Advisor II: MOHAMMAD FATONI, M.Pd.

Keywords: Effectiveness, Guessing Games, Speaking ability

The benefit of this research that has been carried out is that the guessing game method can train the speaking skills of grade XI students of Vocational High School, this type of research is quantitative method research that has been carried out in two different class groups, namely the control class and the experimental class. This study has been conducted by researchers for 4 meetings with the above procedures, namely the first meeting for pretest, the second and third meeting for treatment measures, and the fourth meeting for post-test. During treatment, both classes learned English with the same learning content, but only the experimental class used Guessing Game Technique, while the control class only used the technique of listening to the teacher's explanation and doing exercises as familiar at school. The t-test was used as the main method in analyzing the results, while observations were included to gather further information. The t-test results show a Tcount value of (3.101) with a Ttable of (2.009) with a df of 52 students and a singnification level of less than 0.05 or 5% ($p = 0.000 < 0.05$). Based on the results of the study, it can be concluded that the learning outcomes of students in class XI Vocational High School using the guessing game method increased.

ABSTRAK

Nabila, Zahriyatun. (2023). Penerapan *Guessing Games* untuk Melatih kemampuan Berbicara Siswa Sekolah Menengah Kejuruan di Kurikulum Merdeka Belajar. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pengetahuan, Universitas Nahdlatul Ulama Sunan Giri. Pembimbing I: Ainu Zumrudiana, M.Pd. Pembimbing II: Mohammad Fatoni, M.Pd.

Kata Kunci: Bermain Tebak Tebakan, Keterampilan berbicara

Manfaat dari penelitian ini adalah metode *guessing game* dapat melatih kemampuan berbicara siswa kelas XI Sekolah Menengah Kejuruan, jenis penelitian ini adalah penelitian metode kuantitatif yang dilakukan pada dua kelompok kelas yang berbeda yaitu kelas control dan kelas eksperimen. Penelitian ini dilakukan peneliti selama 4 kali pertemuan dengan prosedur di atas, yaitu pertemuan pertama untuk pretest, pertemuan kedua dan ketiga untuk treatment, dan pertemuan keempat untuk post-test. Selama perlakuan, kedua kelas belajar Bahasa Inggris dengan konten pembelajaran yang sama, tetapi hanya kelas eksperimen yang menggunakan Teknik *Guessing Games*, sedangkan kelas control hanya dengan Teknik mendengarkan penjelasan guru dan mengerjakan Latihan seperti yang sudah familiar di sekolah. Uji-t digunakan sebagai metode utama dalam menganalisis hasil, sedangkan observasi disertakan untuk mengumpulkan informasi lebih lanjut. Hasil uji t menunjukkan nilai T_{count} sebesar (3,101) dengan T_{tabel} sebesar (2,009) dengan df 52 siswa dan taraf signifikansi kurang dari 0,05 atau 5% ($p = 0.000 < 0.05$). Berdasarkan hasil penelitian, dapat disimpulkan hasil belajar siswa kelas XI Sekolah Menengah Kejuruan dengan menggunakan metode *guessing game* meningkat.

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