

**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**



UNUGIRI
ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF NAHDLATUL ULAMA SUNAN GIRI

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.

Bojonegoro, September 16th 2023



NIM.3120190139

APPROVAL SHEET

Name : Zahriyatun Nabila
NIM : 3120190125
Study Program : English Language Education
Faculty : Teacher Training and Education
Title : The Implementation of Guessing Games to Train Vocational High School Students' Speaking Skills in Merdeka Belajar Curricullum

It has been Approved and Declared Eligible to be Submitted in the Thesis Examination

Bojonegoro, August 14th, 2023

Advisor I



Ainu Zumrudiana, M.Pd.
NIDN. 0722128605

Advisor II



Mohammad Fatoni, M.Pd.
NIDN. 0710038503

RATIFICATION

This thesis entitled "The Implementation of Guessing Games to Train Vocational High School Students' Speaking Skills in Merdeka Belajar Curriculum" written by Zahriyatun Nabila, has been examined on August 31th, 2023. The thesis has been approved by the Board of examiners, and declared to have fulfilled the requirement for bachelor degree in English Education.

Has been approved by the Board of thesis examiners on September 16th 2023.

Examiner I



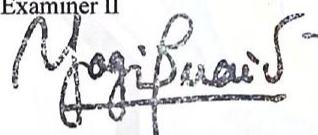
Moh. Zainuddin, M.Pd
NIDN. 0125117304

Examiner III



Ainu Zumrudiana, M.Pd
NIDN. 0722128605

Examiner II



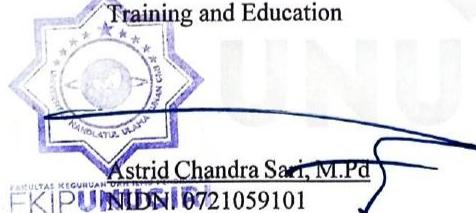
Dr. H. Yogi Prana Izza, Lc., M.A
NIDN. 0731127601

Examiner IV



Mohammad Fatoni, M.Pd
NIDN. 0710038503

Dean of Faculty Teacher
Training and Education



Astrid Chandra Sari, M.Pd
NIDN. 0721059101

Head of English Education Department



Ainu Zumrudiana, M.Pd
NIDN. 0722128605

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



UNUGIRI

ACKNOWLEDGMENT

All praises to Allah Almighty, the most Gracious the most Merciful. Alhamdulillah, I am very grateful for the blessing, time, health, and idea that Allah gives to me to finish this script entitled The Implementation of Guessing Games to Train Vocational High School Students' Speaking Skill in Merdeka Belajar Curriculum”

The researcher also realizes that without the other people's help, it's impossible to finish this script. In this opportunity, the researcher would like to express her great appreciation to:

1. K.M. Jauharul Ma'arif, M.Pd.I., as the Rector of the Universitas Nahdlatul Ulama Sunan Giri Bojonegoro.
2. Astrid Candra Sari, M.Pd., as the Dean of Teacher Training and Education Faculty of Universitas Nahdlatul Ulama Sunan Giri Bojonegoro.
3. Ainu Zumrudiana, M.Pd., as the Head of English Language Education Study Program of Universitas Nahdlatul Ulama Sunan Giri Bojonegoro.
4. Khairul Wafa, M.Pd., and Moh. Zainuddin, M.Pd., as the advisor, has given guidance, help, advice ancorrections revise the mistakes during the entire process of writing this thesis.
5. All of the lectures at the English Language Education Study Program and also official employes of University Nahdlatul Ulama Sunan Giri Bojonegoro.
6. For beloved parents who always love and give the best encouragement.
7. For best friends of the PBI Squad class, thanks for teaching me about patience, hardship, a nd happiness.
8. All of my friends and relatives that I cannot mention one by one.
9. All those who provided prayers, and hugs for helping me to accomplish this thesis. I am very grateful.

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 Curriculum.* 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 disekolah. 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 singnifikansi 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.

LIST OF CONTENTS

| | |
|--|------------|
| TITLE | i |
| STATEMENT OF ORIGINALITY | ii |
| APPROVAL SHEET | iii |
| RATIFICATION..... | iv |
| MOTTO | v |
| ACKNOWLEDGEMENT..... | vi |
| ABSTRACT | vii |
| LIST OF CONTENTS | ix |
| LIST OF APPENDIX | xi |
| LIST OF TABLES | xii |
| CHAPTER I INTRODUCTION..... | 1 |
| 1.1 Background of the Study | 1 |
| 1.2 Purpose of the Study..... | 3 |
| 1.3 Research Question | 3 |
| 1.4 Significance of the Study..... | 3 |
| 1.5 Definition of Key Terms | 3 |
| 1.6 Limitation of the Study..... | 4 |
| 1.7 Assumption..... | 4 |
| 1.8 Organization of the Study..... | 5 |
| CHAPTER II REVIEW OF LITERATURE | 6 |
| 2.1 Review of Related Theory | 6 |
| 2.1.1 Speaking skill | 6 |
| 2.1.2 Definition of the Game | 11 |
| 2.1.3 Types of Game..... | 12 |
| 2.1.4 Definition of Guessing Game | 12 |
| 2.1.5 Application of the Guessing Game..... | 12 |

| | |
|---|-----------|
| 2.2 Previous Studies | 12 |
| 2.3 Theoretical Framework | 14 |
| 2.4 Hypothesis | 16 |
| CHAPTER III RESEARCH METHODOLOGY | 17 |
| 3.1 Type and Design of the Research | 17 |
| 3.2 Research Place and Time | 18 |
| 3.3 Population and Sample of Target..... | 18 |
| 3.3.1 Population..... | 18 |
| 3.3.2 Sample | 19 |
| 3.4 Instrument of the Research | 20 |
| 3.5 Data collection technique..... | 21 |
| 3.6 Data analysis technique..... | 22 |
| 3.7 Research Stages | 24 |
| CHAPTER IV FINDINGS AND DISCUSSION | 27 |
| 4.1 Finding Result | 27 |
| 4.1.1 Observation Result..... | 27 |
| 4.1.2 Guessing Game Result..... | 28 |
| 4.1.3 Test Result | 30 |
| 4.2 Discussion | 45 |
| 4.2.1 Learning speaking skills using guessing games method | 45 |
| 4.2.2 Speaking Learning Using Conventional Methods..... | 45 |
| 4.2.3 Differences in Speaking Skill Learning for Vocational High School Students Using the Guessing Games Method and Conventional Methods | 46 |
| CHAPTER V CONCLUSION AND SUGGESTION | 48 |
| 5.1 Conclusion | 48 |
| 5.2 Implication | 49 |
| 5.3 Research Limitation | 49 |
| 5.4 Suggestions | 49 |
| REFERENCES..... | 50 |

LIST OF APPENDIX

| | |
|---|----|
| Appendix 1 Documentation | 53 |
| Appendix 2 Normality Test Pre-Test Control and Experimental Class | 56 |
| Appendix 3 Homogeneity Control and Experimental Class | 61 |
| Appendix 4 Modul Ajar | 66 |
| Appendix 5 Research Evidence | 73 |



LIST OF TABLE

| | |
|--|----|
| Table 4. 1..... | 30 |
| Table 4.2..... | 31 |
| Table 4.3..... | 32 |
| Table 4. 4 Descriptive | 32 |
| Table 4. 5 The control group post-test result..... | 35 |
| Table 4.6 The Experimental group post-test result data..... | 36 |
| Table 4.7 The post-test results of the control group and experiments | 36 |
| Table 4. 8 Descriptives | 37 |
| Table 4. 9 Tests of Normality | 39 |
| Table 4. 10 Tests of Normality | 39 |
| Here are the Table 4. 11 Homogeneity test result..... | 40 |
| Table 4. 12 Control class pre test and post test..... | 43 |
| Table 4. 13 Pre test and post test Experimental class | 43 |
| Table 4.14 Summary of Post-Test Results of Experimental and Control Class...44 | |

UNUGIRI