UNIVERSITAS MUHAMMADIYAH SIDOARJO

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DARI SINI PENCERAHAN BERSEMI

The Effect of Pictures through Guessing Games in Speaking Activities

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July, 2023

Introduction

- Learning English it's important for the current generation to adapt with global communication (Arends, 2012).
- Many students have studied English for years but can't communicate effectively (Nurrochmah, 2013)

- Speaking skills are considered the most challenging, because we must combine words and grammar be a good sentence to communicate.

- The most effective approach to maximizing students' speaking ability is related to the quality of learning activities by developing interesting learning method and media.

Introduction

Suardiyasa, et al., 2017

Maqfirah et al., 2018

1   **2**   **3**   **4**

Masyhur, 2018

Paramitha, 2020

Used participant one of private school in Sidoarjo, and focus on the media by using pictures that applied to the guessing game method in Descriptive Text material.

In the process of applying the guessing games, the researcher used the theory from Harmer (2007) which modified by the researcher according to the students' needs.
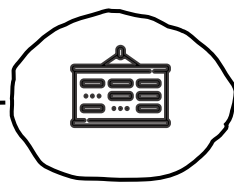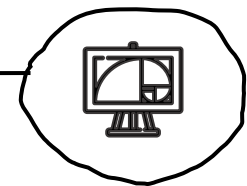
Research Gap

Introduction

Research Scope

Focused on speaking activities

Focused on the pictures that are applied to the guessing game method used the theory from Harmer (2007).
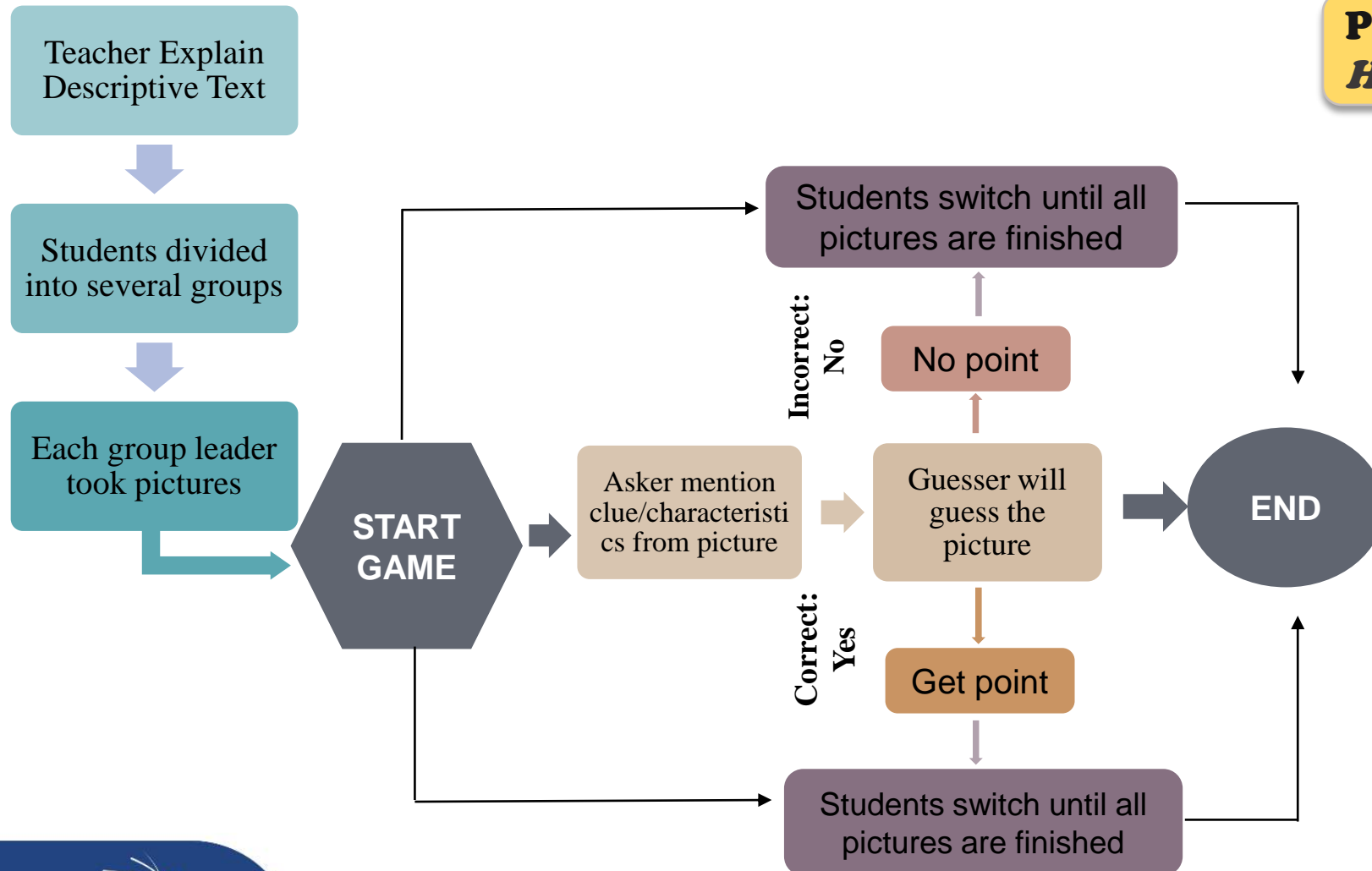
Used eighth grade participants from private schools in Sidoarjo.

Research Question

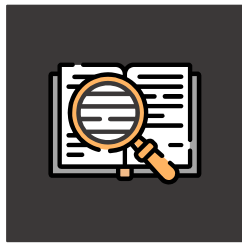Is there any effect of pictures media through guessing games in speaking activities?

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Procedure Of Guessing Game

Procedure of Guessing Game
Harmer (2007)

Teacher Explain Descriptive Text

Students divided into several groups

Each group leader took pictures

START GAME

Asker mention clue/characteristics from picture

Guesser will guess the picture

Incorrect: No

No point

Students switch until all pictures are finished

Correct: Yes

Get point

Students switch until all pictures are finished

END

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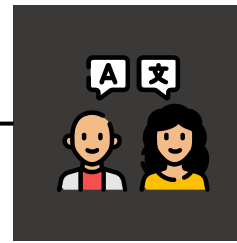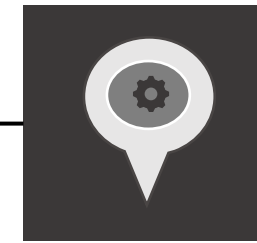DARI SINI PENCERAHAN BERSEMI

Method

Research Design

- **Quantitative method**
- **Pre – Experimental**

Participant

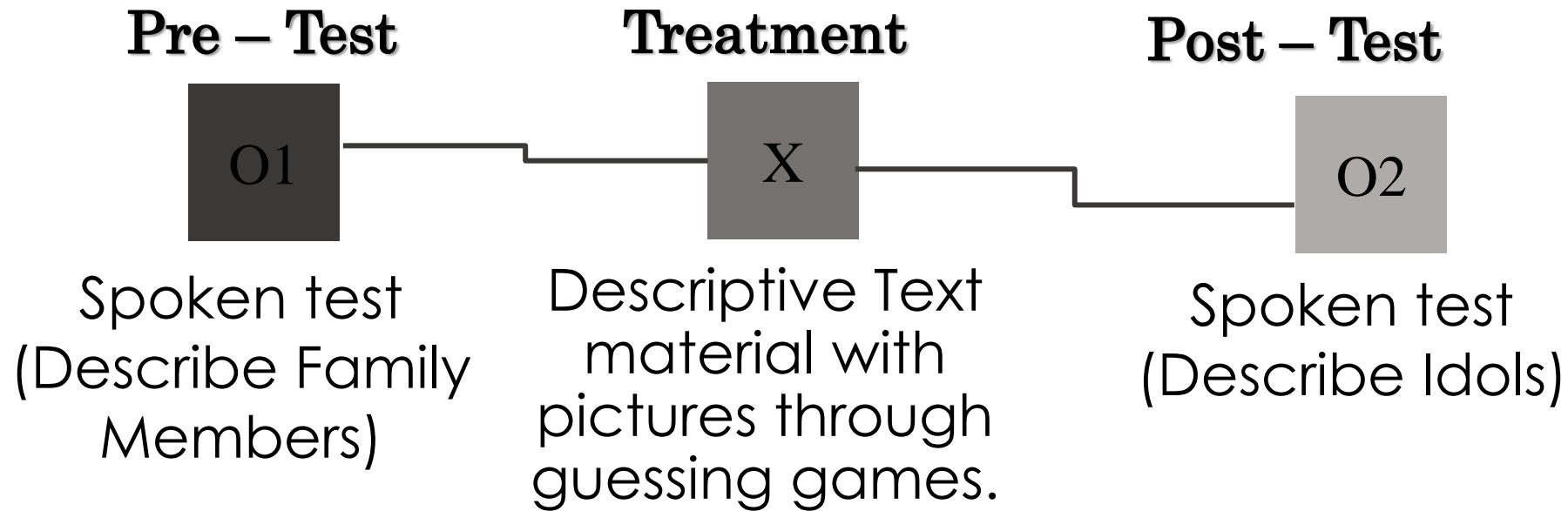- **Population→All class VIII grade = 118**
- **Sample→Eighth grade D students = 25**

Setting

SMP IT Ar – Rahman Tulangan, Sidoarjo

Data Collection

Pre – test and Post – test

Pre – Test	Treatment	Post – Test
O1	X	O2
Spoken test (Describe Family Members)	Descriptive Text material with pictures through guessing games.	Spoken test (Describe Idols)

COLLECTION DATA

Findings And Discussion

- ## Scoring Rubric Pre-test and Post-test
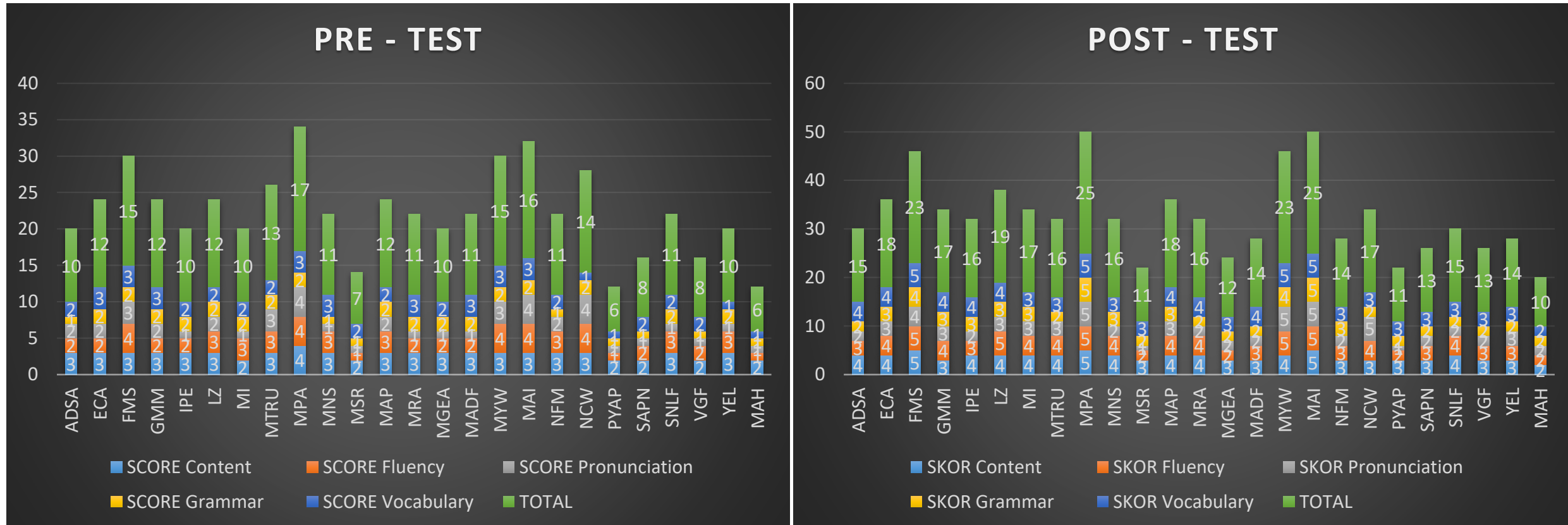
Findings

- **Descriptive Statistics**

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Pretest	25	6	17	11,12	2,877
Posttest	25	10	25	16,32	4,140
Valid N (listwise)	25				

Source: SPSS Version 26.

Findings

- **Normality Test**

Tests of Normality

	Kolmogorov-Smirnov[a]			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Pretest Speaking	,149	25	,161	,962	25	,449
Posttest Speaking	,155	25	,125	,924	25	,065

a. Lilliefors Significance Correction

Source: SPSS Version 26.

- Pretest significance value (0.449) > 0.05

- Posttest significance value (0.065) > 0.05

Normally Distributed

Findings

- **Paired Samples Test**

- $t_{count} = 14.066$
- $\alpha = 0{,}05$
- $df = 24$
- $t_{table} = 2.064$

Paired Samples Test

		Paired Differences							
				Std. Error	95% Confidence Interval of the Difference				
		Mean	Std. Deviation	Mean	Lower	Upper	t	df	Sig. (2-tailed)
Pair 1	Pretest - Posttest	-5,200	1,848	,370	-5,963	-4,437	-14,066	24	,000

Source: SPSS Version 26.

○ $t_{count} > t_{table} = 14.066 > 2.064$
○ sig (2-tailed) = (0.000 < 0.05)

Ha is accepted while Ho is rejected.

Discussion

- Therefore, The result indicated the null hypothesis that there is no effect of pictures through Guessing games in Speaking activities was rejected. It means that picture as the media through guessing games that were used in class was effective in students' speaking activities in descriptive text material.

- This is evidenced by the findings of similarities with some the results of previous studies

Important Research Findings

🔍 Developing picture media to improve the ability in other skills such as reading and writing.

🔍 Teachers should consider selecting interesting topics and pictures for descriptive text that are familiar to students

🔍 Creativity to incorporate local culture into educational materials or media should be given more attention as a means of fostering students' cultural awareness.

🔍 Teacher ensures that students often practice speaking in front of their friends

Benefits of Research

- Guessing games made students feel more comfortable speaking English and help them to be confident in expressing their thoughts as a result of playing this game.

- Students are engage in active participation in both individual and group speaking activities, regardless of whether in speaking class or not.

- This practice is widely regarded as one of the most effective methods for enhancing students' speaking abilities, particularly their fluency, which is often a challenge in their speaking performance.

Conclusion

- The researchers conclude that there are differences in values before and after being given treatment with pictures through a guessing game.

- Consequently, utilizing pictures in guessing games as a media for teaching and learning speaking skills is an effective method for enhancing students' comprehension in speaking activities of descriptive text material.

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