THE USE OF GUESSING GAMES TO IMPROVE SPEAKING SKILL AT XI-I STUDENTS IN HANG TUAH 4 SENIOR HIGH SCHOOL SURABAYA

THESIS

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MOTTO

“ EVERYTHING WILL BE PASS ”

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ABSTRACT

Dhelfira, Keysa Anandita (2025). *The Use of Guessing Games to Improve Speaking Skill at XI-I Students In Hang Tuah 4 Senior High School Surabaya*. Thesis of English Department. Faculty of Teacher Training and Education. Wijaya Kusuma University.

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Keywords: Speaking Skill, Guessing Games, Narrative Text.

This study uses classroom action research (CAR). With a total of 25 students, the aim is to explain how Guessing Games are used to help XI-I students at Hang Tuah 4 Secondary School in Surabaya improve their speaking skills on February 18 and 25, 2025. In this study, tests and observation sheets were used as part of the data collection process. As the students had reached the success indicator during the second cycle, this study was conducted in two cycles. The four phases of each study cycle were Plan, Act, Observe and Reflect. The results of the study indicate that each cycle improves. Only seven students with percentages of 28% in the preliminary research achieved scores above the KKM, while 14 students in Cycle I with percentages of 56% and 20 students in Cycle II with percentages of 80% achieved values above the minimum score. We can conclude that students' oral expression skills can be improved by using Guessing Games as a medium.