The Effect of Continue Story Game on the Students' Speaking Skill at Grade X of SMA Negeri 1 Air Batu in 2019/ 2020 School Year. Script. The Faculty of Teachers' Training and Education

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ABSTRAK

Based on the research findings, it can be said the using of Continue Story Game in teaching speaking is success since the criteria of success is achieved, where Based on a range of value, the researcher find out 2 students in experimental that have good and bad predicate, there are; 1) Indah Rizki Arfah got 82 with "A" predicate and 2) Abdullah Izlal Ramdhan got 64 with "D" predicate. And also, the researcher find out 2 students in control group that have good and bad predicate, there are: 1) Annisa Silvia got 80 with "A" Predicate and 2) Gita Mutia got 40 with "E" predicate. This study attempts to find out the effect continues story game on the students' speaking skill at grade X of SMA Negeri 1 Air Batu In 2019/2020 school year. The design of this research is experimental design. The population is grade tenth of SMA Negeri 1 Air Batu, where the population of this study was 4 (four) parrarel classes, consisting of X-1, X-2, X-3, and X-4, where each class consists of 30 students, So the total is 120 students. In selecting the sample is used clustered random sampling. The students of class x-1 and x-4 of are chosen as the sample. The data were acquired by administrating an oral test where the student must continue again the story witth their imagination.

Kata Kunci : *Effect*, *Students*, *SMA Negeri 1 Air Batu*

I. INTRODUCTION

The less motivation to study can improve with the study fun and interesting. It is because a subject in the school very difficult by students, especially in english subject. A lot of people does not like because speak English very difficult for them. But English can be easy if know how make the student more understand English subject and the study fun and interesting.

English learning instruct the students to be able to use english communicatively. In other words, the students are expected to be competent user of english in communication with orders. For example, in teaching speaking, they are expected, to be able to do and realize the speech (speech action, speech function, language function). In developing the competency are instructed to do the speech ability.

Based on the observation, the writer found the problem of students' speaking skills that can be seen in SMA Negeri 1 Air Batu, such as: The students' ability in speaking was still low because the students had the difficulties in exploring their idea or creative in english because they missing fluency and pronounciation and also the teacher in a class did not give a chance for students in teaching learning process because the teacher just focus in grammar only.

To make students have a good interest in the learning process, especially in the speaking, the teacher must get the best approaches, methods, and strategy. So the students have good motivation and it is supposed that their achievment will be increased. Based on the explantaion above, this research in conducting with title "The Effect of Continue Story Game on the Students' Speaking Skill At Grade X of SMA Negeri 1 Air Batu in 2019/2020School Year ".

II. RESEARCH DESIGN
Location and Time of the Research
This research was conducted at SMA Negeri 1 Air Batu (Asahan, North Sumatera) on Sei Alim Ulu Dusun 1. This school chosen because it is easy to access so it's cheap to find. This research was started in March 18th until April 31th 2020.

1. The Population and Sample Population
Lisana (2013:24) in Arikunto (2010:130) states that a population is a set (or collection) of all elements processing one or more attributes of interest". The population of this research is the grade X of SMA Negeri 1 Air Batu in 2019/2020 school year. There are four classes which consist of 120 students.

Table 1. Population

No	Class	Total of Student
1	X–1	30 Student
2	X–2	30 Student
3	X- 3	30 Student
4	X-4	30 Student
Total		120 Student

2. Sample
A sample is part of the population. It is appropriate of the opinion of Azmy (2005:19) in Hadi (1997) states that sample is a number of people that less than population that is observed.

In taking the sample, in this research the writer use random sampling. Jhonshon (2000:160) "random sampling is the most basic form of random sampling, a random sampling is formally defined as a sample drawn by a procedure in which every possible sample of given size. In applying the random sampling, the lottery technique will be used".

The way to take the sample is the researcher make four roll which is contain the name of the class. After that, the researcher will put the roll into a bottle and take two roll as a sample. In this research will be grade X^1 As a control group, and grade X^4 as an experimental group.

Research Design
This research was conducted by using the experimental design. Sugiyono (2013:112) states that in the experimental design there are two variables, namely: independent and dependent Variable.

In conducting the experimental design, the sample was divided in two groups: the experimental group is taught by using continue story game and control group is taught without using continue story game. Both of the groups will get pre–test and post–test with the same items'

Table 2. Research Design

No	Group	Test	Teaching	Test
1	Control group	Pre–test	Without using continue story game	Post – test
2	Experimental group	Pre–test	Using continue story game	Post – test

Research Variable
There are two kinds of variable in the study, namely independent (variable X) and dependent vaariables (variable Y). The independent variable is experiment group and the dependet variable is the students control group.

3. Teaching Procedure
In teaching presentation, the sample was divided into two groups. First group is control group which will be taught without using continue story game. Second group is experimental group which was taught by using continue story game.

1. Pre – Test
Before starting the teaching presentation of the materials. The pre–test was administered to see the students' ability before they were treated. The pre-test was done by giving oral test on the students.

4. The Procedure of Treatment
In treatment, each group was given speaking materials using different way. In the experimental group applied continue story game in teaching speaking. The students was divided into three groups, each group consists of ten students. Meanwhile, the control group was treated as usual without continue story game in teaching speaking.

III. DATA AND DATA ANALYSIS
In the previous chapter has been mentioned that completion test was used to measure the game on students' speaking skill. The test was treated to both experimetal group and control group. The test was treated to both experimental and control group in two stage: the first stage was treated before giving treatment and the second was treated after giving treatment. The data of this research were obtained after the post test was applied in experimental and control group. The result of pre-test and post-test of both groups can be seen in table 3

Table 3. The Score of Experimental (Continue)

10	DKS	50	60
11	EFS	55	70
12	ES	55	75
13	FK	65	70
14	FA	50	75

15	FN	65	80
16	FKS	55	70
17	HF	70	82
18	IA	53	68
19	IR	76	82
20	IOD	58	68
21	JL	58	68
22	KA	62	80
23	MY	55	70
24	MR	55	70
25	MS	65	70
26	NP	55	65
27	NAL	55	70
28	PM	65	70
29	RR	60	70
30	RRF	65	70
	Total	1742	2100
	Average	58,06	70,00

Notes :

The highest score in pre-test= 76
The lowest score in pre-test= 44
The total number of the score= 1742
The highest score in post-test= 82
The lowest score in post-test= 60
The total number of the score= 21

Research Finding

By the calculation, the reliability of the test was 0.94. So, the closeness of two the value of r according to Arikunto (2006: 276) as follows:

0.0 -0.20: The reliability is very low
0.21-0.40: The reliability is low
0.41-0.60: The reliability is fair
0.61-0.80: The reliability is high
0.81-above: The reliability is very high

Therefore, if the reliability of the test was 0.98, it meant that the test was reliable. After presenting the data analysis, it was found that picture improved the students' speaking skill than the students without picture. the implication of this finding was the teachers, readers, writers or people rely on teaching speaking.

Table 4. The Deviation Score between Pre-test and Post-test

No	Control Group (X-1)				
	Students' Name	Pre-Test (Y1)	Post-Test (Y2)	Deviation Score (Y)	Y2
1	AR	50	60	10	100
2	AS	65	70	5	25

Control Group (M_y) is :

$M_y = \frac{\sum Y}{N}$

$M_y = \frac{183}{30}$

$M_y = 6.1$

The standard deviation of Control Group $\sum Y^2$ is :

$\sum Y^2 = \sum Y^2 - \frac{(\sum Y)^2}{N}$

$\sum Y^2 = 1705 - \frac{(183)^2}{30}$

$\sum Y^2 = 1705 - \frac{33489}{30}$

$\sum Y^2 = 1705 - 1116.3$

$\sum Y^2 = 588.7$

Technique for Analyzing The Data

The Technique of the data in this study by using T-test Formula. From the result of the test, a calculation was made to find out whether Continue Story Game had significant effect on the students' achievement in Speaking Skill. The formula for computing the T-test was as follows:

M_x : 11.766	$\sum X^2 = 649.37$	N_X : 30
My : 6.1	$\sum Y^2 = 588.7$	N_Y : 30

$$t = \frac{M_x - M_y}{\sqrt{\left(\frac{\sum x^2 + \sum y^2}{N_x + N_{y-2}}\right)\left(\frac{1}{N_x} + \frac{1}{N_y}\right)}}$$

$$t = \frac{11.766 - 6.1}{\sqrt{\left[\frac{649.37 + 588.7}{30 + 30 - 2}\right]\left[\frac{2}{30}\right]}}$$

$$t = \frac{5.666}{\sqrt{\left[\frac{1238.07}{58}\right]\left[\frac{2}{30}\right]}}$$

$$t = \frac{5.666}{\sqrt{\frac{2476.14}{1740}}}$$

$$t = \frac{5.666}{\sqrt{1.423}}$$

$$t = \frac{5.666}{1.19}$$

$$t = 4,76$$

From the calculation above, it obtained that observed was 4.76

$df = 30 + 30 - 2$

$df = 58$

The Hypothesis Testing

Based on the calculation of the test using t-test formula. It was found that t-observed = 0.59. Then, after seeing the distribution table as a basic on *degree of freedom (df),* the calculating shows that the *df* is:

$$df = N_x + N_y - 2$$

So, the *df* is 58. Because in the table of T, there is no *df* such as 58, so it is taken 60. From table distribution is got price t-table is 0.254. The result of computing the data showed that T-obseved was bigger than T-table. It can be seen as follows:

Value of T-observed is bigger than T-table
(4.76) > (2.00)

So, the null hypotesis rejected and the alternative hypothesis was accepted. Result the hypothesis formulated that the students' speaking ability taught by using Continue Story Gmae is higher than taught by using Conventional Method.

IV. CONCLUSION AND SUGGESTION
Conclusion

Based on this research that was done, there were some conclusion:
1. The method using in learning process coreectly so the students result of their process will become higher. If the method using in learning process not correctly method so the students result of their learning process willl not higher and may be the learning process will not be success.
2. The used of Continue Story Game at Grade X students' in SMA Negeri 1 Air Batu in 2019/2020 School Year is very good because can give the effect the Students' Speaking Skill.
3. Any comparison result of the student learning using Continue Story Game and Control Class in speaking at grade X of SMA Negeri 1 Air Batu in 2019/2020 School Year, where the students using Continue Story Game get score average 70,00
4. The alternative hypothesis is accepted. It means that Continue Story Game give significant effect on students. Because it can see from the result of t-observed

is bigger than t-table. There are (4.76) > (2.00)

Suggestion

Based on the conclusion above, it would be better to offer suggestion:
1. Suggested to the owner of SMA NEGERI 1 Air Batu in order to using right method in teaching learning activities
2. Suggested to English teacher of SMA Negeri 1 Air Batu willing to using Continue Story Game in learning of speaking because use of Continue Story Game on the students' speaking skill would help students' to be actively.
3. And not only for English teacher of SMA Negeri 1 Air Batu willing to using Continue Story Game, but all English teachers can use it because Continue Story Game is benefit method to learning speaking to the students.
4. For parent should give motivation to their sons or daughters in learning English because English is a foreign language in indonesia and as International language in the world.
5. For the researcher and readers, using this to get information about using game in learning of speaking activities.

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