

**THE IMPLEMENTATION OF KIM'S MEMORY GAME  
TO IMPROVE STUDENTS' SPEAKING SKILL AS  
TRANSACTIONAL PURPOSE**

**(A Classroom Action Research at the Tenth Grade of MAN  
1 Semarang in the Academic Year of 2013/2014)**

**THESIS**

Submitted in Partial Fulfillment of the Requirement  
for Degree of Bachelor of Education  
in English Language Education



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## ABSTRACT

Title : **The Implementation of Kim's Memory Game to Improve Students' Speaking Skill as Transactional Purpose (A Classroom Action Research at the Tenth Grade of MAN 1 Semarang in the Academic Year of 2013/2014)**

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**Key words:** Kim Memory Game, Speaking Skill, Transactional Purpose.

This study is about the use of Kim's Memory Game to improve students' speaking skill as transactional purpose at the tenth grade of MAN 1 Semarang. The background of the research is based on the phenomenon of students' difficulties in speaking English. The problems are found from the students' condition in learning speaking. The students are less confident, often shy when they are asked to speak English and also their vocabulary was poor in supporting their idea. They are also still confused to use suitable grammar in exploring their opinion to speak in target language. In addition, they can not pay full attention during the lesson. Besides, the teacher usually uses conventional method, namely speech method in teaching the students. The teaching learning process always focus on teacher-centered, it makes them to be passive.

The situation makes the students bored and monotonous in teaching learning process. In order to improve the students' speaking skill, the teacher needs new strategy to make the students to be more active, and interested in speaking class. The researcher considers that Kim's Memory Game is able to improve students' speaking skill. The aim of this research is to describe the implementation of Kim's Memory Game and to find out the improvement of students' achievement of speaking skill as transactional purpose after being taught by using Kim's Memory Game.

The classroom action research is used as design of this study. The participant of the study is students at class X. 10 of MAN 1

Semarang, the number of students is 31. The research is conducted in two cycles: cycle 1 and cycle 2. Each cycle comprises four components: planning, acting, observing, and reflecting.

To collect the data, the researcher uses documentation, observation, questionnaire and test. Then, the data is identified in quantitative and qualitative analysis. Observation data is analyzed qualitatively and the oral test is analyzed quantitatively. In the research, the students are given oral test at the end of every cycle. The average of students' score in the preliminary research was 10,87 or only 33% students who can pass the minimum standard score. Next, on the result of first cycle it is obtained 12,71 for average or 64% students who pass the minimum standard score. Then, the average of students' score in the second cycle is 14,12 or 77% students who can achieve the minimum standard score of speaking skill.

The result of the research shows that the use of Kim's Memory Game is successful and can improve students' speaking skill especially in transactional purpose. The improvement score of oral test from preliminary, first cycle and second cycle is the proof of successful game. It is also proven by the students' progress activity that told on the observation checklist from preliminary up to second cycle. In addition, the success of the research is supported also by students with giving positive response to Kim's Memory Game during teaching learning process. It can be seen from the result of questionnaire.

## MOTTO

فَمَنْ يَعْمَلْ مِثْقَالَ ذَرَّةٍ خَيْرًا يَرَهُ ﴿٧﴾

وَمَنْ يَعْمَلْ مِثْقَالَ ذَرَّةٍ شَرًّا يَرَهُ ﴿٨﴾

Then shall anyone who has done an atom's weight of good see it !  
And anyone who has done an atom's weight of evil, shall see it !  
(Al-Zalzalah: 7-8).<sup>1</sup>

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<sup>1</sup> Ali, Abdallah Yousuf, *The Illustrious Qur'an*, (Lahore: F. Art Printing Agency, 1957), p. 442

## **DEDICATION**

This thesis is dedicated to:

1. My beloved father (Mr. Ma'shum) and mother (Mrs. Maunah) who always support me emotionally and materially with prayer, love, guide, and patience. Thank for the effort and contribution in making my education success and run well.
2. All of my family who always remind me to study hard for reaching my dreams. Thank for your motivation and advice.



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10. Last but not least, everyone who cannot be mentioned one by one, who have supported the writer to finish this final project

Finally, the writer realizes that this final project is far from being perfect. Therefore, the writer will happily accept constructive criticism in order to make it better. The writer hopes that this final project would be beneficial to everyone. Amin

Semarang, December 15<sup>th</sup>, 2014  
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