# Cari, Heni. 2018. *The Use of Role Play in Teaching Speaking to The Tenth Grade Students of SMK Negeri 1 Tempel*. Tugas Akhir. Program Studi Pendidikan Bahasa Inggris, Fakultas Pendidikan, Universitas Teknologi Yogyakarta. Dibimbing oleh Dyah Mukaromah, S.Pd., M.Pd.

**ABSTRAK**

 Penelitian ini bertujuan untuk meneliti implementasi *role-play* dalam mengajar berbicara untuk kelas sepuluh SMK Negeri 1 Tempel. Penelitian ini menggunakan penelitian tindakan kelas sebagai desiain penelitian. Hasil penelitian awal menunjukkan bahwa kemampuan berbicara siswa masih rendah.

Peneliti melakukan tindakan dalam dua siklus yang masing-masing siklus terdiri dari empat fase; perencanaan, tindakan, pengamatan, dan refleksi. Teknik pengumpulan data yang peneliti gunakan adalah test, wawancara, dan observasi. Tes digunakan untuk mengumpulkan data kuantitatif sedangkan wawancara dan observasi digunakan untuk mengumpulkan data kualitatif. Partisipan dalam penelitian ini adalah siswa kelas X Pm 1.

 Berdasarkan hasil penelitian yang dilakukan di kelas, peneliti menyimpulkan bahwa menggunakan *role-play* dalam mengajar berbicara dapat meningkatkan kemampuan berbicara siswa. Hal tersebut dapat dinilai dari progres setiap siklus. Di pre test, nilai rata-rata siswa adalah 60.38. Nilai rata-rata tersebut menunjukkan bahwa kemampuan siswa masih rendah. Di post test 1, siswa mendapatkan nilai rata-rata yang lebih baik yaitu 68.08.Nilai tersebut menunjukkan sebuah peningkatan dari sesi sebelumnya. Lebih lanjut, di post test 2, nilai rata-rata siswa naik menjadi 75.19. Hal tersebut menunjukkan bahwa siswa mencapai sebuah kenaikan di setiap siklus.

 Di samping itu, respon siswa terhadap *role-play* berdasarkan hasil wawancara dan observasi menunjukkan bahwa mereka senang dan termotivasi untuk belajar berbicara menggunakan r*ole-play.* Partisipasi mereka dalam aktivitas pembelajaran juga meningkat dan mereka lebih percaya diri dalam berbicara.

**Kata kunci:** *Role-play, Speaking, Teaching*

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***ABSTRACT***

 *This study aims to investigate the implementation of role-play in teaching speaking to the tenth grade students of SMK Negeri 1 Tempel. This study used classroom action research as the research design. In the preliminary study the result showed that the students’ speaking ability was still low.*

*The writer conducted treatment in two cycles that consist of four phases in each cycle; plan, action, observation, and reflection. The data collecting techniques that the researcher used were test, interview and observation. The test was used to get quantitative data while the interview and observation were used to gather qualiative data. The participants of this study were students of class X Pm 1.*

 *Based on the result of the study conducted in the class, the writer concluded that using role-play in teaching speaking could improve the students’ speaking ability. It can be seen from the progress in each cycle. In pre-test, the students’ mean score was 60.38. It showed that the students’ speaking ability was still low. In post-test 1, the students got a better mean score. It was 68.08. It showed an improvement from the previous session. In addition, in post-test 2, the students’ mean score improved to 75.19. It indicates that the students achieved an improvement in each cycle.*

 *Moreover, the students’ response toward role-play based on the interview and observation result showed that they were happy and motivated to learn speaking using role-play. Their participation in the learning activity improved as well as they were more confident in speaking.*

***Key words:*** *Role Play, Speaking, Teaching*