

ABSTRACT

The objective of this study is to enhance speaking skills and improve students' enthusiasm and enjoyment through speaking board games of Grade VII Students of SMPN 34 Bandung in the academic year of 2016/2017. This study was categorized into Action Research (AR). The subjects of the study were the VII A students of SMPN 34 Bandung in the academic year of 2016/2017. The main data of this study which are in the form of vignettes – collected by conducting classroom observation and transcripts – collected by conducting interview were analyzed qualitatively and supported by other data such as photographs which were also analyzed qualitatively. The steps of the study were planning, implementation, observations, and reflections. The actions were conducted during April-May 2017 in three cycles. The finding of this study is that the use of speaking board games to teach speaking improves the students' speaking skills at SMPN 34 Bandung. The results of the research show that there was improvement of the students' speaking skills in some aspects, such as pronunciation, vocabulary, accuracy and fluency. By implementing the speaking board games the students became more confident to speak English. It also made the students participated more in the speaking activities and got more chances to speak. They could make conversations using the expressions they learnt during the implementation in joyful activities.

Keywords: Speaking Skill, Board Games, Students' Enthusiasm and Enjoyment.