

BIBLIOGRAPHY

- Adiani. 2013. *Speaking Components*. Available
At: <https://adiani77.wordpress.com/2013/06/28/speaking-components/>.
Downloaded on (14-march-2016:13.00)
- Amalia Azzahroh, Rizky. 2015. The Effectiveness of Using Board Games Towards Students' Speaking Skill (A Quasi Experimental Study at the Tenth Grade Students of SMAN 1 Parung). Jakarta. Retrieved from:
<http://repository.uinjkt.ac.id/dspace/bitstream/123456789/29253/1/RIZKY%20AMALIA%20AZZAHROH-FITK.pdf>
- Ara, S. 2009. Use of songs, rhymes and games in teaching English to young learners in Bangladesh. The Dhaka University Journal of Linguistic. Retrieved from
<http://www.banglajol.info/index.php/DUJL/article/viewFile/4150/3439>
- Ardita Swaristama, Dita. 2014. The Use of Cooperative Learning in Improving Speaking Skill (A study towards of the second grade in SMA Yanuris Ciranjang). Bandung: Unpublished.
- Brown, G., & Yule, G., 1983. *Teaching the Spoken Language*. 12th ed. Cambridge: Cambridge University Press.
- Brown H, Douglas. 1994. *Teaching by Principles: an interactive approach to language pedagogy*. Englewoodd Cliffs, New Jersey: Prentice Hall Regent.
- Buckby, Michael. 1994. *Games for Language Learning*. Australia: Cambridge University Pres.
- Burns, A., & Joyce, H. (1997). *Focus on speaking*. Sydney: National Center for English Language Teaching and Research.
- Burns, A. 2010. *Doing Action Research in English Language Teaching*. New York: Routledge.
- Brumfit, C., Moon, J., & Tongue, R. (1995). *Teaching English to Children: From Practice to Principle*. Collins ELT: Longman Groups.
- Byrne, Don. 1986. *Teaching oral English*. Singapore: Longman Groups.
- Carly, Schuna. 2010. The Advantages of Learning Games for Kids. Retrieved from:
<http://www.livestrong.com>

- Chang, Shelley & Jenny Cogswell. 2008. *Using Board Games in the Language Classroom*.
- Hadfield, Jill. 1984. *Elementary Communication Games*. Singapore: Longman Groups.
- Hadfield, Jill. 1999. *Beginners' Communication Games*. Singapore: Longman Groups.
- Harmer, Jeremy. 2002. *The Practice of English Teaching*. London: Longman.
- Heaton. 1978. *Writing English Language Test*. London: Longman.
- Hornby, A. S. 1995. *Oxford Advanced Learner's Dictionary*. Oxford: Oxford University Press.
- Huyen and Thu Nga. 2003. Learning Vocabulary through Games: The Effectiveness of Learning Vocabulary through Games. *The Asian EFL Journal*, vol. 5, article 6.
- Kagan, Spencer. (1994). *Cooperative Learning*. San Clemente: Kagan Publishing.
- Kagan, S. & Miguel, K. (2009). *Kagan Cooperative Learning*. San Clemente: Kagan Publishing.
- Kim, Lee Su. 1995. Creative Games for the Language Class. 'Forum' Vol.33 No. 1, January-March 1995, Page 35.
- Lewis, Gordon and Gunthen Bedson. 2008. *Games for Children*. Oxford: Oxford University Press.
- Lines, T. Caroline. 2005. *Practical English Language Teaching to Young Learners*. New York: Mc Grow Hill Inc.
- Putri, Aldisie Etika (2015) *Improving Students' Vocabulary Mastery Using Card and Board Games at the Fourth Year of SDN 1 Begalon in 2012/2013 Academic Year*. Skripsi thesis, Universitas Muhammadiyah Surakarta.
- Provenzo, A. Baker and Eugene F.P. Jr. 1981. *Favorite Board Games You can Make and Play*. New York: Dover Publication Inc.
- Richard, J. 2008. *Teaching Listening and Speaking*. American: Cambirdge University Press
- Rowe, J. 2012. An experiment in the use of games in teaching of mental arithmetic. Retrieved from: <http://people.exeter.ac.uk/PErnest/pome14/rowe/pdf>
- Sugar, Steve and Kim K. Sugar. 2002. *Primary Games: Experiential Learning Activities for Teaching Children K-8*. San Francisco, CA: Jossey-Bass.