

ABSTRACT

MUBESSYAROH. (2016): Improving Students' Speaking Skill To The Grade Eight Students By Using *PAIKEM* Through Guessing Game In SMP Kemala Bhayangkari In Academic Year 2015/2016.

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The main purpose of this research is to find out how *PAIKEM* Through Guessing Game can improve students' and to find out how well the use of *PAIKEM* Through Guessing Game in improving the students' speaking skill to the eight grade students' of SMP Kemala Bhayangkari Kubu Raya in the academic year of 2015/2016

This research was done through classroom action research design to find out the solution to solve the problem which were faced by the students. The participants of this research were 27 students who at the eight grade students' of VIII C of SMP Kemala Bhayangkari. The participants of this reseach were chosen by purposive sampling the eight grade was chosen since the problems were found at this level.

The research findings of this study showed that the implementation of *PAIKEM* Through Guessing Game toward English learning especially speaking skill was improve. It was proven by the data wich had been got from observation checklist table and field note. It proved that the students' behavior during the treatment changed. Based on the result of research finding showed that there is significant improvement of the students. It was proven by the enhancement of students' score from the first cycle to the second cycle. In other word, it can be stated that the implementation of *PAIKEM* Through guessing game can be used as a teaching tehnique to help the students to improve their speaking skill

Keyword : *Speaking skill, PAIKEM Through Guessing Game, Classroom*

Action Research.