ABSTRACT
(QUANTITATIVE)


This research investigates teaching speaking using Hyponymy Game at the first grade of MTs Al-Islam Serang. The aims of this research are: 1) to know the students’ speaking in Mts Al-Islam Serang. 2) To know the impact of hyponymy game when it is applied in teaching speaking at the first grade students’ of MTs Al-Islam Serang. 3) To know the effect of hyponymy game in teaching speaking at the first grade students’ of MTs Al-Islam Serang. The researcher used quasi experimental with two classes, called experiment class and control class. Experiment class was VII A, control class was VII B Both of class using pre-test and post-test technique. This research involves 50 students as sample among the first grade of MTs Al-Islam Serang as population. The data is gathered through observation and test. The use of observation is to describe teaching and learning using hyponymy game. The test are pre-test and post-test. The calculation of this research conducted through Microsoft excel. The research finding shows that 1) the result from this research is the smallest and highest score of students’ speaking using hyponymy game in the pre-test is smallest score was 32 and highest score was 70. The post-test, smallest score was 52 and the highest score was 93. 2) all of the score percentage of teaching and learning speaking using hyponymy game in the first meeting is 88,28%, high categories. Meanwhile, all of the score percentage of teaching and learning speaking using hyponymy game in the second meeting is 93,45%, high categories. 3) The effect of speaking using hyponymy game the result this research from t-test, formula with significance degree 5% and 1% test. The results of the data analysis showed that the value of the $t_o$ is 43,6 and the value of the degree of significance 5% is 1,67 and 1% is 2,40. Because $t_o$ is bigger than $t$, so the researcher hypothesis (Ha), there is significance different between students speaking ability using hyponymy game method at the first grade in MTs Al-Islam Serang, is accepted. So, teaching speaking using hyponymy game more effective than without using hyponymy game.

Key words: Experimental Research, Hyponymy Game, Speaking Skill,