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**THE CORRELATION BETWEEN THE APPLICATION OF ROLE PLAYING
AND STUDENTS' ACHIEVEMENT IN SPEAKING FLUENCY AT THE
SECOND GRADE OF *MTsN BABAKAN CIREBON***

A THESIS

Submitted to the English Education Department of *IAIN Syekh Nurjati Cirebon* in
Partial Fulfillment of The Requirements for Islamic Scholar in
English Education (S.P.d.I)



by

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ABSTRACT

SUSI MARYATI : THE CORRELATION BETWEEN THE APPLICATION OF ROLE PLAYING AND STUDENTS' ACHIEVEMENT IN SPEAKING FLUENCY AT THE SECOND GRADE OF *MTsN BABAKAN CIREBON*.

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English is important and it used as international language. And it also plays an important role as the language of technology and science, art, and the language of culture. For the reason, in teaching language, one of the rules of English which is generally considered by the students as being very confusing Role Playing. In this case, the use of teaching aids namely, role play will absolutely help to overcome the student's difficulties in speaking english. That is why, in writing this thesis the writer just focuses on speaking, in correlation between the application of role playing and students' achievement in speaking fluency at second grade of *MTsN Babakan Cirebon*.

The formulation of the problem in this thesis is divided into five parts namely, the identification of the problem, the limitation of the problem, the questions of the research, and the aims of the research and the use of the research. In this case, the writer discusses about the correlation between the application role playing and students' achievement in speaking fluency at second grade of *MTsN Babakan Cirebon*.

The aims of research are to find out the application of role playing and students' achievement in speaking fluency, and to find out the positive and significant correlation between the application of role playing and students' achievement in speaking fluency at the second grade of *MTsN Babakan Cirebon*.

To find out all of the data in this research, the writer has used quantitative approach. The writer with help of the English teacher gave the test about achievement test in application of role playing and the achievement test in speaking fluency before using role playing to the students. The writer also has done interview with the headmaster, the teachers, and the staff of administration about the condition of the school as source of information for the writer.

The result of the test shows that the average score of the students' achievement in application of role playing and the students' achievement in speaking fluency before using role playing, 40 students who learn in application of role playing are regarded as X_1 variable. And the total of achievement test is 271. Meanwhile 40 students who learn in speaking fluency before using role playing are regarded as X_2 variable. And the total score of achievement test is 258. To know combination of standard deviation the writer has counted standard deviation (sd). Sd_1 is 6.8 and Sd_2 is 6.45. After combining the two standard deviations, the writer achieved the result of combination of standard deviation namely, 0.66. The result of t-count is 5.416 and the result of t-table is 2.03. It means that t-count > t-table. Because t-count is bigger than t-table, it can be said that H_1 can be accepted.



So that there is a correlation between the application of role playing and students' achievement in speaking fluency at the second grade of *MTsN Babakan Cirebon*.

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CHAPTER I

INTRODUCTION

A. The Background of The Problem

Education is the human skill investment. Education which is designed properly will support for personal development. Recently, the roles of educated persons had altered strategis position in the center of human culture, ie: politics, economics, educations, social institutions and the like. According Edgar Faure (1972:12) states that education will lead people to obtain the perfect humanism. It is an important capital to reach the triumphant of life.

Education which focused on the effective learning convicted as medium to bring the student attains to maturity, David G Amstrong (1972:2) painted out that learning is the basic creativity to create the good behavior. Therefore, he defined learning is as every attempts to change in behavior.

To find the aims of learning needed the effective approach in the process of teaching. Bumfit (1983:1) states that approach in language teaching is usually used refer to “a general view of how teaching should be carry out event thought every one observes the distinction of approach which often be taken to contract which method.

Markey Francis William (1989:665) close by with a planned way of doing something,” method means different thing to different people. It means



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a set of teaching procedures for others. William Francis Markey (1974:155). The avoidance of teaching procedures different meaning of method issued by departement, boards, and ministries of education. In order word, method is way of teaching many kind of subject to student to find his achievement in learning. The implementation of approach is essentially influenced by the skill of teacher to suit the situation of learning with children development. The effective approach are used can facilitate the development of learning skill.

In order to avoid any possible misfortune. Children must be prepared since childhood period through education institution which teach English language as subject matter. Every one a those aggress and none will refuse, it that the developing of human culture in teach technology, science, and arts are caused by their living languages. Those living languages

which always develop and increase make them different from any other living creatures. In addition to living language from animals.

One of the objectives of teaching English to the indonesian students is to make them have a working knowledge of English. English is one and only language used in the domain of word. English as one of language in the word is a system of communication among human being of certain groupof community using vocal, symbol, processing arbitrary, conventional meaning Mario Pei and Frang Gaymor (1975:119). Mary Finochiaro (1970:3) add the meaning of language is also as a system of arbitrary, vocal symbol which



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permits all people in given culture, or other people who have learned the system of the culture, to communicate or interact. As well as Finochiaro of arbitrary used for human communication.

The student of junior high school of *MTsN Babakan* who lived in the middle of the village and culture of Babakan have responsibility to built their skill of communication, aspecially English language used in various field of sciences and arts. And it also used for international communication. Thus, to get an orientation above, writer will introduce in the classroom. Role play in English learning to contribute and effective teaching in classroom. Role playing is one of the fun way in the learning English in the school. Roleplaying is the most popular English teaching like competitions, games prizes, puzzles and so on. Gellia Forter Lodovise (1998:ii) defined role playing as a form of play governed by certain rules or convention.

The student will be enjoyed where ever they are played. In the language classroom how ever role play are not just will contribute to language proficiency. In some way by getting the learners to used language in the course of the game. In order word, role play is one of a whole game of communication techniques which develops fluency in language students which promotes, interaction in the classroom, and which increase motivations Lodovis(1998:iii).

Role play which are used in junior high school of *MTsN Babakan* will be describeed in the following research, to get an orientation the English



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teaching and innovation in the classroom. What role play which are used in junior high school of *MTsN Babakan* will support to teach English. This main question will be answered in the following research.

B. The Identification of The Problem

The Identification of Research the writer divided it in there parts a follow:

a. The Field of the Research

The writer would like to do research at the second grade of *MTsN Babakan*. The field of the research from the thesis is *Method of Teaching*.

b. The Approach of the Research

In this thesis, the writer has used the quantitative approach in order to get an accurate data about a correlation between the application of role playing and students' achievement in speaking fluency at the second grade of *MTsN Babakan*. The writer designs the data empirically as research technique.

c. The Kind of the Problem

The kind of the problem in the thesis is to describe the use of the fun way in English learning namely competition, simulations, game prizes in the classroom. In this case writer will focus to the problem how the role play as the most popular English teaching support student motivation to learn English.



d. The main of the problem

The main of problem in writing this thesis is studying of the students' achievement in speaking fluency by using of role playing and without using role playing.

C. The Limitation of Problem

There are experience can be brought in to the classroom through role play. Such as conversations, communications, games, humanistic experience present the student as a doctor, nurse, starwards, and so on. In this case the writer limits the topic of this thesis, that is only of student in the playing imaginary characters by as a group of student in specific situation in the classroom, as selected style in learning English of junior high school of *MTsN Babakan*.

D. The Questions of The Research

Base on the statement mentioned in the background of the problem above some question which become the formulation of the problem above some question which become the formulation of the problem occur a follow:

1. How far does using application of role playing at second grade of *MTsN Babakan*?
2. How far does the students' achievement in speaking fluency at second grade of *MTsN Babakan*?



3. Is there any positive and significant between application of role playing correlete with students' achievement in speaking fluency at second grade of *MTsN Babakan Cirebon*?

E. The Aims of Research

The aims of research that will be gained are as follow:

1. To find out the data of the using application of role playing at *MTsN Babakan*.
2. To find out the data of the students' achievement in speaking fluency at *MTsN Babakan*.
3. To find out the data correlation between the application of role playing and the students' achievement in speaking fluency at *MTsN Babakan*.

F. The Use of The Research

Role play which are used in junior high school of *MTsN Babakan* will be described in the following research, to get an orientation the English teaching and innovation in the classroom. What role play which are used in junior high school of *MTsN Babakan* will support to teach English. This main question a research above will be answered in the following research.

- 1) The aim of this study is to increase students' achievement of speaking fluency in the role playing by implementing role playing method in English classroom at second grade of *MTsN Babakan*.



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- 2) The problem of role playing correlate with the students' achievement in speaking related to students' achievement of speaking skill and study can be classified to a classroom at second grade of *MTsN Babakan*.



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