TEACHING SPEAKING WITH GAMES TO FOURTH GRADE IN MUHAMMADYAH 10 ELEMENTARY SCHOOL SURAKARTA

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ABSTRACT

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This final project report was written based on the job training in Muhammadyah 10 Elementary School Surakarta on March 15th, 2014 until May 5th, 2014. This report explains the objectives of this final project. They are to describe the teaching speaking with games for fourth grade and to find out the problem and solution in teaching speaking activities in Muhammadyah 10 Elementary School Surakarta.
During the job training, the writer arranged the procedure of teaching and learning English in Muhammadyah 10 Surakarta such as making lesson plan and doing observation. Then, the writer started to do the procedure. There are five steps in procedure such as greeting, warming up, presentation, production, and closing.
In the process of teaching speaking activities with games for fourth grade, the writer used the games called “guessing game and catch me”. The purpose of the activity is to make student’s interest in teaching and speaking English and also to improve their speaking skill.
The writer also faced some problems. They are managing the class, limited time allocation, students’ mistake in pronunciation and the handbook. Then to solve these problems, the writer gives some solutions such as to manage the class the writer asked the students to calm in the class by using “Hello class, please be quiet”; to save the time the writer explained the material using Indonesian; to solve the students’ mistake in pronunciation the writer asked the students to repeat, to try and to practice the word many times; and also to solve the limited handbook the writer looked for another book or searched references in the internet.

Keyword; teaching speaking, games, problems and solutions, elementary school students

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