# USING GUESS THE WORD GAME IN ENHANCING THE SPEAKING ABILITY OF SEVENTH GRADE STUDENTS AT STATE JUNIOR HIGH SCHOOL NUMBER 30 PALEMBANG

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# ABSTRACT

This research examines Teaching Guess the Word Game in Enhancing The Speaking Achievement of Seventh Grade Student at Junior High School 30 Palembang used a single class in an experimental design. The class was exposed to the Guess the Word game as the primary instructional tool to develop students’ speaking skills. Pre-test and post-test assessments were conducted to evaluate the students’ progress in speaking achievement. The results showed a notable improvement in students’ speaking abilities after engaged with the game, demonstrated that incorporated interactive activities like the Guess the Word Game could be an effective method for enhanced student engagement and language proficiency. This study suggests that game-based learning could be an innovative strategy to improve speaking skills in classroom settings.

**Keywords:** *Guess the Word Game, Speaking Achievement, Game-Based Learning*

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