ABSTRACT

KHUSNI, NUR ANNISA SYIFAUL. 2023. The Use of Role to Develop Play the Eighth Graders Speaking Ability: An Action Research. **Research paper.** English Language and Literature in Faculty of Law and Language University Of Stikubank Semarang. Advisor is Drs. Liliek Soepriatmadji, M.Pd.

Key words: Speaking Competence, Role Playing Method

This studies to find out the use of role play strategy engage the eighth graders in their speaking activities the eight graders" perception like about the application of role play strategy in enhancing their speaking ability the method is CAR. A qualitative traditional that provide various methods to research, and that each tradition comprises a coherent totality, consisting of internally consistent assumptions about human nature and society, fields of study, and technique. The KKM score for English at Public Middle Schools for the 2022-2023 academic year is below 65. From the results of the data above, students who can surpass KKM scores are only 17 students out of the total number of students 35 students. The average class score is 61.81 and classical completeness is 53.12%. The average class score is 65, 05 and classical completeness is 59,37%. In this cycle there has been no increase in score and it is still the same as in cycle 1. The average class score is 66, 37 and classical completeness is 62,50%. The average class score is 66, 87 and classical completeness is 62, 50%. Based on these data, after applying the role-play method, students experienced an increase in cycles of 6, 25 %.

The use of the role-play method can overcome the English speaking ability of the 8 graders of SMP Negeri 02 Lebaksiu,their achievement is speaking. In the pre-cycle stage, it increased 53.5% after the action of Cycle I, while in the post-action of Cycle 2 it increased to 20%. In cycle 3 it increased to and in cycle 4 increased.

Finally, the researcher finally the researcher concludes that the role-play method can improve pronunciation, and communication in English properly and correctly. Improvement is obtained by providing more intense guidance to every aspect as well as adding students' favorite activities as a reward so that students actively participate in learning.