

**GAME METHOD OF USE LANGUAGE "CHAIN STORY" TO IMPROVE  
SPEECH SKILLS  
CLASS IV STUDENTS SDN KEDAUNG KALIANGKE 13 PAGI,  
CENGKARENG, WEST JAKARTA  
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**ABSTRACT**

*This classroom action research aims is to improve students chain story to speech skills through the use of language games Chain Stories fourth grade students of SDN Kedaung Kaliangke 13 Pagi, Cengkareng, West Jakarta as many as 44 people. Data collection techniques in this research through field research by direct observation and school documents, and grating instruments as well as teacher and student activity sheets. Based on the analysis of the data by looking at the process of learning from one cycle to another cycle of increased skills of speaking through the method of language games Chain Stories carried from the first cycle to the second cycle. In the cycle of the test results speak to students only reached 59,09% and in the second cycle the result is 88,63%. Thus an increase in 11,28% using the Chain Story game. As for the activities of teachers and students in the first cycle reached 78,67% and the second cycle was reached 92,33%. Degan thus an increase in the activities of teachers and students 13,66%. Results of this study indicate that the use of the method can improve the game story Berantai speaking skills Kedaung fourth grade students of SDN Kedaung Kaliangke 13 Pagi, Cengkareng, West Jakarta.*

*Keywords: Game Chain Stories Language, Speech Skills fourth grade students*