

ABSTRACT

Field Study Program (PPL) is a compulsory subject that must be taken by all of the students in the Department of Education a private university of Jogjakarta. For the implementation, the PPL students got a chance to observe the teaching and learning activities in English language class. Besides, the observation shows that the English classroom does not present an enjoyable, fun, interesting and effective atmosphere for the students. The teacher also tends to use the monotonous technique that makes students not interest and bored with the lessons. This study is aimed to describe the use of board games to teach speaking skills for high school students. It describes how the lesson plan was designed, the teaching media were created, the implementation of the board games in the classroom, and how students responded to the use of the board games. The result of this research show that by implementing board games to teach speaking, the students more confidence, motivated, more creative in expressing the idea, and more enjoyable to speak in English.

