

**IMPROVING STUDENTS' LISTENING COMPREHENSION THROUGH
WHISPERING GAMES**

(A study conducted to the students' of Mutiara Kindergarten)

A PAPER

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ABSTRACT

The paper entitled "Improving Students' Ability to Listen to Word Recognition Through Whispering Game." The purpose of the research was to solve the problem faced by the kindergarten students in word recognition. Classroom Action Research was used in conducting this research. Whispering game was chosen as a technique to improve students' listening word recognition. The research was conducted in TK Mutiara. The research was done in two cycles. Each cycles consisted of four meetings, first meeting was pre-evaluation, twice actions were done in two meetings, and the last meeting was evaluation. Listening test was given before and after doing the actions. Pre evaluation was done before the actions given to know students' listening word recognition. In pre evaluation, 42% did not understand the material of what they hear by the teacher and audio. Out of 12 students, one student can understand the material what they hear. It means that that the result of pre evaluation showed that students' listening word recognition was poor. Whereas, to measure students' improvement after they got the actions, the evaluation was given to the students. In the first cycle, students showed the significant improvement (83% of students belonged to excellent criteria). The students' improvement was very significant in the second cycle. In this case, it could be seen from the result of the second evaluation. The students can understand the material of what they hear (92% of students belonged to excellent criteria). The students had improved their listening word recognition. In conclusion, whispering game is an effective and has fun game to improve students' listening word recognition.

Keywords: improving, listening word recognition, whispering games.