

CHAPTER I

INTRODUCTION

This chapter discusses background of the study, research problem, the purpose of study, significance of research, scope and limitation and definition.

A. Background of Study

Creating encouragement among students in State Islamic Institute of Tulungagung, a small district in East Java- Indonesia to speak up and to write is not easy (English Department students, 2015). It is seen on their responses of joining speaking and writing class; most students suppose that in school and in life, students face a diversity of circumstances that require language skills. For this reason, experience with a variety of reading, writing and speaking, listening activities in school can help learners acquire the skills they need to be successful. They need, for example, to practice varied kinds of speaking. One of the basic problems in foreign – language teaching is to prepare learners to be able to use the language. How this preparation is done, and how successful it is, depends on very much on how we as teachers understand our aims (Nurhayati: 2015). For instance, it is obvious that in order to be able to speak a foreign language, it is necessary to know a certain amount of grammar and vocabulary. It means that grammar and vocabulary play important role to conduct communication or in other words the lack of practicing this skill arises some problems to the students. Seeing the fact that speaking as one of often becomes a difficult problem for students in conducting

communication. Some difficulties which are faced by them such as first they feel shy, afraid of making mistakes, and get stumbling when they utter ideas. Besides that, lack of curriculum emphasis on speaking skills such, teachers' limited English proficiency, class conditions do not favour oral activities, limited opportunities outside of class to practice, and examination system does not emphasize oral skills finally the supporting environment does not provide in conducting communication. The first problem, the students feel shy when they must speak up in front of the class, they are also afraid of making mistakes when they deliver their ideas in conducting interaction with others.

Because of lack of practicing or uttering ideas, getting interaction using English makes them get stumbling. They are shy and lazy to speak up using English. Besides that, the lack of curriculum which emphasises on speaking skills, the students of English Department, State Islamic Institute of Tulungagung, not only get English skills, but they also get religious subjects. The practicum of Speaking is also omitted because the reason that there is efficiency of any education fund from The Ministry of Religious. The second problem is the teachers' limited English proficiency, it means that most of English teachers do not have various technique to teach English

speaking, they only conduct traditional or classical teaching technique. That is why most of the teaching learning process in speaking skill will not be interesting. The students will also not be encouraged to join the class. It also arises other problem, the class conditions do not favor oral activities, it means that the situation of class does not support the students become active in conducting or participating

the activity in class, it could be the technique which is used to teach them could not energize them so they are passive and discouraged.

significant and its use for communication. It is very important to be able to speak English regarding that it is the most commonly accepted language in the world so that it will be very beneficial for those who comprehend it not only to improve their knowledge and skills but also easier for them to get a job. More than that, they will not find it difficult to communicate and interact with people around the world when they travel (Nurhayati: 2015). However, in several Asian countries in which English is taught as a foreign language such as South Korea, Japan, Thailand and some other countries in the Middle East, learners' behaviour in classroom situation seems not working that it is hoped as it stated in *The East Asian Learner Journal* that learners in Asia are often afraid of making mistakes and being ridiculed in front of their classmates. Besides that, they may also respond in short phrases because they may not feel confident or because they are too shy to speak it out. In addition, young learners of English may also giggle when they are embarrassed or when they are unable to understand the lesson (Byung, 2004). The researcher has found that there are many similarities and difficulties faced by the students in speaking English such as fear of making mistakes, fear of being laughed by their friend as they have no idea about pronunciation and grammar that they use. Besides, they are also not confident enough to express their idea and feeling hesitant due to the lack of vocabulary that they have. Then, they are also bored in learning English because the teaching-learning activities provided in a conventional way, for instance; the teacher asked the students to perform the text they have

memorized. Furthermore, they also cannot speak based on their willingness because what they want to speak is structured by the teacher, in other words they just repeat the word that has been produced. Afterward, those problems make students get lazy or less ability to speak. Those cases are quite problematic considering that even though speaking is not included in final test, in daily teaching and elt.ccsenet.org English Language Teaching

The teacher is expected to design an activity that will be able to overcome those problems. (Nurhayati,2016) suggests four characteristics of successful speaking class. First, much of the time should be used for the activity involving the learners to talk. Second, classroom activity should not be dominated by talkative participants. All learners should get a chance to speak and contributions are distributed evenly. Third learners are eager to speak because they are interested in the topic. Learners have something new to say about it or because they want to contribute to achieve a task objective. Last, the learners express themselves in utterances that are relevant, easily comprehensible to each other, and of an acceptable level of language accuracy. One of the ways to realize a successful speaking class is through task based on language learning. So, any four characteristics of successful speaking class, the students must have activity to improve their speaking class, the students must be diligent to improve sentences in any topics. The students should be having new creativities to achieve task objective, and the students must express their skill in level speaking. From the explanation above by designing the attractive activities, it is hoped that the successful speaking class can be reached. Speaking is important part of the learning and teaching

process of English as second language. Despite its importance, for many years, teaching speaking has been undervalued because English teachers continually teach speaking just as a repetition of drills or memorization of dialogues.

Speaking is one of the most important and essential ability that must be practiced to communicate orally. One of the techniques that the teacher can apply in teaching speaking is game. Guessing game is a game in which the object is to guess some kind of information, such as a word, a phrase, a title, or the location of an object. Based on the theory, the researcher conducted a study entitled Improving Students' Speaking Ability of Keeyamuddeen School by Using Guessing Game. The purpose of this research is to find out the use of using game will improve students' speaking ability and students' perception on the use of guessing game. In this study, the researcher used quantitative and qualitative approaches with experimental design by using True-experimental design. The research conducted in the Keeyamuddeen School In this study the population is the Keeyamuddeen School and the researcher took samples class 6 as experiments control class. In this study, the researcher used test and questionnaire to find the data by evaluating the students' speaking ability. This study aims to describe the implementation students speaking ability by using Guessing game and its result. The data are field note, interview scripts, and scores of students. They are taken from informants, events, and document. The subject of this study is the class 6 students of Keeyamuddeen School.

Language is a tool for all people in the world to communicate one another. They express their ideas, opinions, feelings and so on by the language. Speaking is

very important when we have a desire to be active in international world, such as: make correspondence with foreign country, short-range study or long-range study abroad, follow the politic and economic education and so on. In modern world, English is widely spread out in every country as an international language. It is used in several sectors of modern life especially in science, culture, society and communication. Therefore, English is very important for students specially to face the globalization era. English teaching should emphasis on introducing language as a means of communication. Speaking ability, the English teachers have to present the English lesson in a dialogue form and they have it facilitate the students to practice their English by the way of teaching theologies and they practice it. Because it would make them use or practice it in real situation.

The English language is one of the subjects that must be learned at school as the foreign language. The English language which is very important to learn is not easy to teach at school. For both teachers and students must pay more attention to it in order to master more easily. Most of the English teachers think that the students of senior high school have already got a basic knowledge of English since they have studied it at junior high school, in reality the students still find some difficulties to understand it.

Based on the writer's teaching of speaking through role-play technique, the result of which study shows that the students' participation during teaching learning process can be improved by using guessing game technique. They involve more actively in teaching learning process than before. Beside that they were more confident, brave and not worried in making conversational dialogue in pairs.

Using game they students' can imagine their past experience to guessing game, so they feel easier in doing their exercises and also they were more interested when she gave them quiz. She gave quiz in order that to make them more active and she tried to create a good atmosphere in the teaching learning process. Speaking ability is one of the important and essential skills that must be practiced to communicate orally. On the contrary, for most people, speaking is the most difficult part when learners learn a foreign language. There are many obstacles in mastering English. For people who wants to be competent in communicating with English, learners must change and expand identity as she or he learns the culture, social, and even political factors of English, that needed to speak appropriately with a new 'voice'. Besides, changing and expanding the identity, learners also need bravery and confidence to present their English well. Bravery and self-confidence are included in non-linguistic aspect which directly indicated one's self concept that can determine one's successful or failure in speaking English.

Nowadays, although learners have learned English for 18 years, many of them are still incapable to use English orally. These may be caused by the limitation of opportunity to practice, lack of Speaking, or psychological factors which more concern to the fear of making mistakes when speaking English. This fear feeling comes up from the low self-concept learners have. Someone with low self-concept is believed to be unconfident, while confidence is needed by learners to present their English orally. If learners' always think that they are going to be failed in speaking English, learners will not be able to speak well. This situation shows that this fear indicates learners have low or even negative self-concept. In other word,

it could be said that if learner has no idea about what to say, she or he may lose confidence, feel uncomfortable, and make mistake.

Based on the above, the researcher conducted a research entitled:

“Improving Students’ Speaking Ability of Keeyamuddeen School by Using Guess the Word Game.”

B. Research Problem

Based on the statement of background of the study above, the research tries to formulate and get description of the problem: "How can guessing game improve the students' speaking ability of Keeyamuddeen School?"

C. Research Objective

The objective of this research is to improve students' speaking ability of Keeyamuddeen School by using the guess game.

D. Significance of Research

By this study, the writer hopefully that it will give contribution for:

1. Students of Keeyamuddeen School.

For Thailand’s students this study can help to develop student skill and understanding characteristic of student, so that the student can be motivated to study English and make them think that English is very easy subject to learn, it is not difficult but only need more practice. The writer hopes also they can be more active

in English class whether they are able to speak or not. It just to increase their braveness to use their skills in speaking class or everywhere.

2. Teacher of Keeyamuddeen School.

From this study, educators especially Teacher in keeyamuddeen school. Institutions will get useful information about student's anxiety level in English. The information will help them to design effective teaching methods that can help to reduce language anxiety and to create less stressful learning atmosphere. The findings from this research also can be used to help students to find suitable strategies to overcome their anxiety problem. It is very important to ensure that they can perform well in English so that they will have competency in the second language. And they can perform well more than my generation.

3. For the school

This research can support the school to develop the mediums of English teaching and learning such as add some of guessing game to improve students speaking ability. School can give the recommendation to the teacher to the use the appropriate methods, and the more effective method in learning speaking, than they will speaking the English ability and it can be the great effect to the school.

4. For researcher

The researcher can use the by using Guessing game /media to teach in the future teaching-learning. The study also gives insights to the researcher about what things which have to be considered in every teaching and learning process.

5. For other researcher

To give inspiration to do similar research and to apply further research in the same field.

6. For English Department

To give a reference on the teaching and learning technique using animation video to teach vocabulary.

E. Scope and Limitation of the study

The study on improving students speaking ability in English focused on students of Keeyamuddeen School. According to some theories, improving students speaking ability in second language acquisition can influence their ability to understanding the language. The result of the research the shows how improve students speaking ability gives effect. The totals of students in this research all of Keeyamuddeen school class6 is 14 students.

F. The Definition of Key Terms

The are some technical terms used in this study that might create misunderstanding and misinterpreption. Hence it is considered to elaborate those terms clearly to be a similar framework of thinking between the writer and readers.

The term used are follows:

1. Speaking skill

Speaking skill is an important part of the curriculum in language teaching, and this makes them an important object of assessment as well. (Louma, 2004: 1).

2. Guessing game

According to Alex Case, guessing game is a game in which the object is to guess some kinds of information, such as: a word, a phrase, a title, and the location object. And in this research, the writer made the limitation for the game only for guessing things around us game.