

## **CHAPTER I**

### **INTRODUCTION**

This chapter presents background of the research, statement of the research problem, objective of the research, significance of the research, scope and limitation of the research, hypothesis of the research, and definition of the key terms.

#### **A. Background of The Reasearch**

Language is the most important thing for communication between humans. Verderber (1999:52) states that language is the body of words and the system for their use in communicating which use by the people of the same cultural tradition, the same geographical area, the same community or nation. Humans are social beings who must interact with each other in fulfilling various needs of life. Thus, humans cannot possibly live alone without interacting with other people. Humans recognize culture and create various forms of ideas, activities, and artifacts to fulfill their needs in the everyday life. In human life and culture, language is one of the most important elements. Because language is the main communication tool in humans' life. As a means of communication, language includes words, clauses, and sentences that are expressed orally or in writing.

English as an international language plays an important role in the interaction between people around the world. The need to convey messages, express ideas, and express feelings verbally and in writing. Due to the need for

communication in human life, speaking skills are considered as one of the aspects of language that must be possessed to convey verbal messages and their goals successfully. Speaking skill is one of the four skills needed in learning English. According to Brown and Yule (1989:14), speaking is to express the needs—request, information, service, etc. Along with that, Tarigan (1983:15) explains that speaking is an oral language activity carried out by humans. The ability to pronounce articulation sounds or words to express thoughts, ideas and feelings was called speaking. Along with increasing speaking skills, the better the ability to communicate and understand English. Therefore, speaking is important for English students to learn.

In order to achieve good speaking skills, it must fulfill the aspects contained in the speaking procedure. Brown (2001: 268-269) proposes four aspects of speaking skills, namely fluency, accuracy, pronunciation, and vocabulary. These four aspects must be mastered by students in learning to speak so that it makes it easier for students to process words in English. However, learning all the components in speaking is not easy. The fact is that currently many students are hampered in their speaking mastery due to several difficulties. There are several things that make speaking as a difficult language skill for students, namely clustering, redundancy, stress, rhythm, intonation, interaction, etc (Brown, 2001: 270). Based on this, it can be said that speaking is the most difficult skill to learn among the four skills in English. So the fulfillment of aspects of speaking is very important in order to overcome these difficulties..

In some cases, this difficulty is not only faced by students but also by teachers. There are still many students who cannot pronounce sentences correctly. Although there are often dialogue practices, the students still have difficulty in arranging sentences and how to pronounce them. In addition, the monotonous way of learning also cannot overcome this difficulty. The teacher has not been able to provide learning techniques that can attract student's interest in learning speaking. Then, the teaching and learning process is meaningless. Thus, the strategies used cannot help students to use language as a communication tool.

According to Wright et.al (2006:16) Find Who is a type of game that makes language students ask and answer questions to get information about their peers. In the activities students should be asked to find out and report about anything students have similarities with other students. From this statement it can be concluded that the game Find Someone Who is one type of activity that provide opportunities for learners to use language functionally to seek personal information from their peers.

Several previous studies have suggested that using the Find Someone Who game as a strategy for teaching speaking can help students and it runs effectively in class. The first study is "Teaching The Present Perfect Tense by Using Game (Find Someone Who) A Classroom Action Research at VIII Grade Students of MTs Soebobo Mantofani Jombang Ciputat" by Hayat (2011). This research design is classroom action research. The subject of this study is class 8.2 MTs Soebono Mantofani Jombang Ciputat, academic year 2010/2011. The results showed that there was an increase in student's understanding about the present perfect tense.

This can be seen from the results of student tests. Results pretest showed that the mean pretest score was 32.4. While the mean score cycle 1 post-test was 64.3 and the mean post-test cycle 2 was 71.8. Additionally, from the results of observations and interviews revealed that there was an increase in student's understanding about the present perfect tense and students are more motivated and interested in learn present perfect tense. From all the results of the data that has been obtained, it can be it was concluded that student's understanding increased after the implementation of Find Someone Who game.

Another study is "The Effectiveness of Find Someone Who Game Toward Student's Speaking Skill (A Pre-experimental Study of First Grade Students of Cunilary Departement at SMK Negeri 3 Tangerang)" by Sari (2014). The research design of this study was a pre-experimental research design. The subject of this study was a tenth grade students which consisted of 25 students. The result of the study showed that there was improvement of students speaking skill after being taught using Find Someone Who game. Most of students speaking score in post-test were better than their score in the pre-test. The students' mean score from pre-test was 47.36 whereas their mean score in post-test was 59.32. Thus the result of the study showed that Find Someone Who game is effective to improve students' speaking skill and communication practice.

From the two studies above, it can be concluded that the use of the Find Someone Who game can be considered in teaching speaking in English classes. The researcher saw that it was necessary to provide appropriate learning techniques and strategies that could lead students to communicate well during the

learning process. Based on these reasons, the researchers chose a type of communication game called Find Someone Who (FSW) to teach speaking and improve student's speaking skills in class VII students of UPT SMPN 2 Kademangan. In addition, by applying games to learning English, it will reduce boredom in the classroom. Another reason, with interesting learning techniques will help students who have difficulty meeting targets in improving speaking skills.

However, this research is different from the two previous studies. The difference can be seen from the research sample. The researcher took a sample of the seventh grade at junior high school while Sari's research took a sample of the tenth grade or senior high school. Another difference can also be seen with Hayat's research. In this research, the research variable is the present perfect tense and uses the class action research method. Meanwhile, in this study, the research variable was speaking skill and used the pre-experimental method.

## **B. Statement of The Research**

Based on the research background, the statement of research problem is formulated as : “Is there any difference between student's speaking skill before and after being taught by Find Someone Who game at the seventh grade of UPT SMPN 2 Kademangan?”

### **C. Objective of Research**

Based on the statement of research problem above, the objective of the research is: To know the difference between student's speaking skill taught by 'Find Someone Who' game and without 'Find Someone Who' game.

### **D. Significance of The Research**

The findings of the research are expected to be significantly relevant in term of theoretical and practical aspects. Theoretically, the results of this study are expected to help previous and future research related to the use of the 'Find Someone Who' game in teaching speaking. In addition, this study is expected to provide information related to appropriate strategies to improve student's speaking skills.

Practically, the study of the effectiveness of Find Someone Who game toward student's speaking skill hopefully will be useful to contribute in English learning and teaching, i.e:

- a. For teachers, this study can be used as motivation in teaching English, especially by using the Find Someone Who game. And also it can be useful for teachers to improve junior high school student's speaking skills.
- b. For students, they can be motivated to improve their speaking skills by using the Find Someone Who game.

### **E. Scope and Limitation**

In a study, the scope and limitations of the study are important to know the focus and shortcomings of a study. The scope of this study is to measure the effectiveness of using Find Someone Who game toward student's speaking skills. While the limitation of this study is the lack of influence of the experimental group on the variables because there is no control group. As it is known that the study used a pre-experimental research design, there was only one group required to be given treatment.

### **F. Hypothesis**

The hypothesis of the study was prepared as a temporary answer for the research problem stated previously. In this case, the null hypothesis ( $H_0$ ) and alternative hypothesis ( $H_a$ ) as read follow:

The Null Hypothesis ( $H_0$ ) : There is no any difference between student's speaking skill by using Find Someone Who game and without using Find Someone Who game after treatment in seventh grade students of UPT SMPN 2 Kademangan.

The Alternative Hypothesis ( $H_a$ ) : There is any difference between student's speaking skill by using Find Someone Who game and without using Find Someone Who game after treatment in seventh grade students of UPT SMPN 2 Kademangan.

## **G. Definition of Key Terms**

### **1. Find Someone Who Game**

Find Someone Who game is one of technique in teaching speaking. In this research, the students given checklist as they walk around the room trying to find a person who match with a certain characteristic. When students find “someone who drives a truck” or “someone who was born at home,” they write that person’s name on their checklist of paper and move on to the next person and ask the question from the list. In the end, the student have to meet and talk to as many people as possible within the time limit in order to put one name by each of the characteristics.

### **2. Speaking Skill**

Speaking skill is one of the four skills that must be mastered by English students, namely listening, speaking, writing, and reading. Speaking skill is a person's ability to convey a message well so that it can be accepted by others. Not only for exchanging messages, but this speaking skill is needed to express ideas, thoughts, and feelings to maintain communication between people.