

CHAPTER I

INTRODUCTION

This chapter explained introduction of the effectiveness of using bingo games on students' grammar mastery. The main topics discussed in this chapter were background of the research, research problem, objectives of the research, research hypothesis, and definition of key terms.

A. Background of the Research

In this world, there are many various languages that people use to communicate with others. Having conversation with people who is from different country will influence people to use the kind of language will be used.

English has long been used as one of the global languages for communication on a global scale. It is similar with Syahputra (2014) said that, English has been designated as the language of international communication by general agreement. Their knowledge is essential for multinational businesses. English plays a significant role in the country's education system and business world. Mastery of it as a linguistic tool is important. It is due to most of the language that written in public such as on the internet and public places, one of them is airport are written in English as the foreign language.

In Indonesia, English is considered as a foreign Language, while it is not the primary language spoken by most Indonesians. As said by Dardjowidjojo (2003) that in Indonesia, English will never be considered as an official language coexisting with the national language. In this globalization era, English is an important skill for Indonesians, as it helps them to communicate on a global level

and access international opportunities. According to Lauder (2010), English is the first foreign language in Indonesia and it must be taught. In Indonesia, Studying English is a must and it has been a compulsory subject in school and is widely used in higher education, particularly in universities, colleges, and even in boarding schools. Indonesian students learn English since they are in 4th grade of Primary School. Although, the students have been learning English since Primary School but they still get lack in mastering English. Based on Megawati (2016) that students have a weak of English mastery that is evidence by their low score of examination throughout their academic careers.

English has four skills, there are listening, reading, writing, and speaking. According to Lubis, et.al (2018) said that the students were vain to follow the lesson, they did not know how to pronounce a word, such as “determine” and how to identify between adjective ended with -ing and -ed, and also to formulate a sentence in a correct form. Grammar is one of the crucial component skills that has to be mastered in learning language. Grammar contains the basic rule of the language formed in order to make the learner easier to understand the language. Stated by Richard and Renandya (2002), the importance of studying grammar is because, without a thorough understanding of grammar, learners’ language ability would be severely limited. The learner can communicate with English even with the little grammar that they know but in understanding the complex form of language both in written and spoken, they will get trouble on it. Therefore, grammar mastery is necessary to understand and its use. mainly is academic context.

There are various strategies to learn grammar. Joining an English Club is one of the strategies to have mastery in English due to the Indonesian school hour is limited to learning English. An English club is a group of people who come together to practice and improve their English language skills in a relaxed and informal situation. Students can improve their English skill outside of class. According to Mulyasa (2007) that an extracurricular program in a specific program held outside of regular school hours to assist and improve students' competency. English Club would be an interesting program to the students caused many activities on it and informal vibes. There are some activities that can be practiced in English Club, one of them is applying Bingo game.

According to Coco, et.al (2001), Bingo game usually is called as holistic game because this game employs an experience method that allows the participant to relax. Stated by Kristiyana, Susilohadi and Pudjobroto (2014), Bingo game is a game that is played with the word that comprises of an instruction card and a design to create the activity enjoyable by rules that one of the participants is the winner. Bingo game requires active participant from students. They need to listen, understand, and identify the correct grammar rules or structures on their bingo cards. This hands-on approach promotes active learning and engagement, which can lead to better retention and understanding of grammar concepts. By incorporating grammar rules or structures into the bingo game, students can learn and practice grammar in a contextualized manner. They can see how the rules apply to real-world examples, making it easier for them to understand and remember the grammar concept.

Bingo game can be played in pairs or small group. Bingo game can also be utilized to identify and correct common grammar errors. As the students listen to the teacher's or other students' statements during the game, they can identify any mistakes and correct them on their bingo cards, this provides an opportunity for students to actively engage in error detection and correction, improving their grammatical accuracy. Hence, the bingo game can be applied for learning and mastering grammar to students through the English Club.

In previous research, it was stated that bingo games are effective when used as a medium for learning English. Bingo games can make the learning process more interesting and can increase student motivation (Wahyuni: 2017). the previous research entitled "The Effectiveness of Bingo Game on Eighth Graders' Grammar Matery in Academic Year 2016/2017" by Ana Fitriya conducted research on the effectiveness of bingo games in grammar learning which focuses on past tense, the other previous research had title "The Effectiveness of Bingo Game Toward The Second Grade Students' Vocabulary Mastery At MTs Darul Falah Dendiljati Kulon "by Esta E Hernawan (2018) who researched the effectiveness of bingo games on vocabulary learning in children.

However, the variety of research designs makes it difficult to generalize the results. Then the research focus is different (previously researchers focused on the application of past tense, vocabulary learning of children, etc.) and the educational path is different (previously researchers used formal education paths), so in this research the researcher tried to test the Bingo Game which focuses on grammar mastery, especially tenses on non-formal education to decide the degree of effectiveness

The researcher conducts the study at *Pondok Pesantren Darul Qur'an Al Mahfudz, Jombang*, East Java. Based on the researcher's observation, the researcher found some problems in learning and teaching English. Some students have a lack of mastering English, especially in grammar. They feel that they get difficulty learning grammar because they feel that grammar is one of the hard material in English and hard to memorize the formulas.

Based on that situation, the researcher would try to use the Bingo Game through the English Club at that Boarding School to enhance their English grammar mastery. Therefore, the researcher conducts this study entitled "**The Effectiveness of Using Bingo Game on Students' Grammar Mastery at English Club *Pondok Pesantren Darul Qur'an Al Mahfud Jombang***"

B. Research Problem

The researcher formulates the research problem following the background:
"Is it effective to use bingo game on students' grammar mastery at English Club *Pondok Pesantren Darul Qur'an Al Mahfud Jombang*?"

C. Objectives of the Research

The researcher formulates the object of the research: to describe if using bingo game on students' grammar mastery at English Club *Pondok Pesantren Darul Qur'an Al Mahfud Jombang* effective "

D. Research Hypothesis

Based on the research problem "Is it effective to use bingo game on students' grammar mastery at English Club *Pondok Pesantren Darul Qur'an Al Mahfud Jombang*?"

The researcher formulates a hypothesis as follows:

1. Formulating null hypothesis (H_0)

There is no significant difference of the student's grammar mastery before and after they are taught by using Bingo game.

2. Formulation alternative hypothesis (H_a)

There is significant difference of the student's grammar mastery before and after they are taught by using Bingo game.

E. Significance of the Research

The study's findings are predicted to be relevant for:

1. For the teacher, to improve their teaching method, so as to achieve better results for students' grammar mastery
2. For the students, to introduce and familiarize themselves with these techniques in the learning process, and at the same time create a fun learning for students to find out students grammatical fluency after applying the Bingo game
3. For the researcher, to improve teaching skills as good teachers in the future.
4. For other researchers, to use this research as a reference to conduct further research.

F. Scope and Limitation of the Research

In order to avoid misunderstandings and clarify the research, it is necessary to define the scope and limitations of the study. This research only looks at how well students' ability to memorize and apply sentences. The researcher conducted part of this research to measure the effectiveness of using

bingo games on students' grammar mastery at English Club *Pondok Pesantren Darul Qur'an Al Mahfud Jombang*

G. Definition of Key terms

There are some terms that need to be defined to avoid misunderstanding, they are:

1. Bingo Game

In this study, the bingo game is a game that uses columns containing sentences which will be played by students in groups as teaching method for mastering grammar.

2. Grammar Mastery

Grammar mastery is the mastery of formal rules of word form and how to apply words in a sentence to make a correct and meaningful sentence. Mastery of grammar involves understanding sentence structure, sentence components, and understanding the meaning of simple and complex clauses.