

# **CHAPTER 1**

## **INTRODUCTION**

### **A. Background of the Study**

It is known that English is an international language which has been received by countries all over the world. It functions as a means of communication in meeting, business or other activities among government over the world. Besides, English is used at education, new invention in field of modern technology, pharmaceutical, medical, etc.

As a developing country, Indonesia really needs English because Indonesian government is trying to improve all aspects which are usually faced by all countries. One of these aspects is education, which is essential. As an English teacher, the writer focuses his attention in teaching English as the language of the world.

In Indonesia, English is learnt and taught to Junior High School, Senior High School even at university. English is a something important for the student to be taught at school based on situation and condition in the class. But there are some problems faced by the students. It is realized that most students get bad mark. So, it proves that English is really difficult for the students. There are four skills in learning English they are listening, speaking, reading, and writing. Speaking is very important because speaking and human being cannot be separated from each other. Speaking is used to express their ideas and to communicate to people in civilized world. That is

why speaking is important. But the students of SMA or the students who have graduated of it still get hard to be a good speaker.

There are two problems existed in the school. First, the students feel ashamed and afraid of speaking English, so they never practice and use target language and they always use mother tongue in the classroom.

Second, for the teachers, they do not use various methods in teaching such as visual aids. The teacher has to motivate the students to learn English in the class, and create the method of teaching. So, the students will feel relaxing freely in using English in the classroom. The teacher must make effort to understand the material well. In learning English, The students are expected to get four skills. Among of them, speaking is the most difficult to master.

Teaching speaking can be done through dialogues, picture, games, etc. The teacher should choose a suitable way such as: using games. If the teacher uses games, the students will have a lot of opportunity to practice pronunciation and communication or in other words. It means that the students will get knowledge or input from games. Games which are introduced to the students are Domino Instruction, What do I need? Sweet Reason, Dream sequences.

The students of SMA Negeri 1 Teras when they study speaking, not all of them can participate. Most of the students can participate the teacher, and they understand what the teacher wants. And the other students only pay attention; they can't understand what the teacher wants. Many reasons such as they still be ashamed and they feel confuse. The cause is teacher doesn't give a lot of opportunity to the

students. Because of this, the teacher has a solution, she taught speaking by using games so, and the students will be fun when they followed speaking class.

Based on the above statements, the writer will try to know how far the ability of the eleventh year students of SMA Negeri 1 Teras after being taught with speaking by using game. The writer, therefore, chooses the tittle dealing with the method used in the subject above is **A Study on Teaching Speaking by Using Games to the Eleventh Year Students of SMA Negeri 1 Teras Boyolali in 2009 / 2010 Academic Year.**

## **B. Problem of the Study**

The writer tries to formulate what he wants, in order to achieve the target. The problem proposed in this study can be formulated as follows:

1. What is the implementation of teaching speaking by using games in SMA N 1 Teras ?
2. How is the responses of students after being given the material using games?
3. What kinds of game activities should be used?
4. What are the advantages and disadvantages from games in teaching speaking in SMA N 1 Teras ?

## **C. Objective of the Study**

Based on the problem of the study above, the objectives of the study of this research are :

1. to know the implementation of teaching speaking by using games in SMA N 1 teras
2. to describe the response of students after being given the material using games and to know kind of games activities that should be used.
3. to identify the kinds of games which used in teaching speaking in SMA N 1 Teras.
4. to describe the advantages and disadvantages of teaching speaking by using games in SMA N 1 Teras.

#### **D. Limitation of the Study**

The focuses are more intensively on the problems that have been found in this research are:

1. The writer uses games in teaching speaking.
2. The kinds of the games are Domino Instruction, What do I need? ,and Sweet Reason, because of these games are very interesting to teach the students in Senior High School and can increase the speaking ability.

#### **E. Benefit of the Study**

The result of the research may give theoretical benefit and practical benefit.

### 1. Theoretical Benefits

The result of the research may give theoretical benefits for a teacher, so an English teacher can know the theory in teaching speaking by using games to the students, and students also know the good material and good way in teaching speaking. This research will be helpful for the students to understand in teaching speaking by using games

### 2. Practical Benefits

- a. The students can realize that speaking is an important thing in learning a language and encourage them to be active in learning, so they can enhance their ability in conducting speaking, not only theoretically but also practically and communicatively
- b. The teachers, it can develop the learning quality and they can apply this technique in their classroom in order to create interesting and enjoyable classroom condition.
- c. The result of the research can be developed in other school

## **F. Definition of Key Term**

Some definitions of key term to support the readers understanding this research paper easily are as follow:

1. Teaching speaking is the activities that may include; imitating, repeating, answering verbal, interactive conversation, and an oral presentation.

2. Game are an enjoyable activity governed by some values, consisting of participants or players, having certain objectives, player's action restriction and goal.

### **G. Research Paper Organization**

To enable the writer in arranging the research and to make it easy to understand, the writer divides this research paper into five chapters they are as follows:

Chapter I is introduction consisting of background of the study, problem statement, objective of the study, limitation of the study, benefit of the study, definition of key term, and research paper organization.

Chapter II explains about review of related literature. It covers previous study, definition of speaking, definition of teaching speaking, definition of game, the role of game in language program, the role teacher, some techniques using games, kinds of games, and the last the example of games.

Chapter III is research method. It covers about type of the research, subject of the study, data and data source, method of collecting data, and technique for analyzing data.

Chapter IV discusses the research findings, and discussion.

Chapter V is conclusions and suggestion.