THE USE OF VISUAL MEDIA TO IMPROVE THE STUDENT'S MOTIVATION AND ACADEMIC ACHIEVEMENT IN LEARNING ENGLISH AT THE FORTH YEAR OF SDN MANGUNRANAN MIRIT KEBUMEN

RESEARCH PAPER

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by

NURASIYAH
A 320 040 434

SCHOOL OF TEACHER TRAINING AND EDUCATION

MUHAMMADIYAH UNIVERSITY OF SURAKARTA

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CHAPTER I

INTRODUCTION

A. Background of the Study

Learning English is very important in this globalization era, including Indonesian with the aim that they can get involved in the development of scientific and technological information worldwide. So, introducing English as early as possible is necessary.

The decree of the minister of education and culture no.060/u/, 1993 curriculum (*local content curriculum*) suggests that English is taught to the students of elementary school. It should be concerned with the environment's condition and qualified teachers. The aim of teaching English at elementary school is that students are assumed to have four language skills, such as: listening, reading, speaking, and writing in simple pattern.

Teaching young children is different from teaching high school student and adults. Elementary school students are young learners with their own characteristics. The students of elementary school have certain characteristics. They like play games, sing songs, do activities and touch things (Suyanto, 1997: 168).

Suyanto (1997:169) also states that the need for instructional media is very important to attract the student's attention and heighten their curiosity when the information is transformed.

English teachers are supposed to use any kinds of media, which can stimulate the teaching learning process. However, the effectiveness of using media has been provided in order to make students interested in learning English.

There are many kinds of instructional media that can be used in the classroom. Visuals are the instructional media that is mostly used, especially for children. Suyanto (1997:70) states that visual media are the appropriate aids for young learners. So, it is necessary to use visual media to improve children's motivation and achievement in learning English.

SDN Mangunranan is one of the elementary school that teaches English to the students. From an interview with the teacher before the research, it was found that there are several problems that are faced by the teacher and the student at SDN Mangunranan.

Firstly, the teacher only used the texts book and she does not use any media to help her teaching process so that the student's motivation and achievement in learning English is not satisfaction.

Secondly, the students feel that English is very difficult. Thirdly, the teacher mostly uses the same technique in presenting materials so that the students are getting bored easily, so, to solve the problems above the researcher does the study dealing with the use of visual media to support the teaching learning process in SDN Mangunranan Mirit Kebumen.

B. Previous Study

In this study, the writer summarizes the relevant previous research to prove the originality of this study. They are Yuli Nuristiyani (2005) and Cristian Widiantoro (2006). The first researcher studies about "Teaching Vocabulary Using Game at Aisyiah Kindergarten Margoasri Karangmalang Sragen Surakarta". The study shows that through the games, it can be conducted that the pupils are brought into amusing situation learning English. Nobody feels under pressure during the game activities. It can be evaluated that games are able to build the pupil's motivation.

The second researcher is the study about "Use of Game to Improve Student's Motivation in Learning English. The study shows that through the games, it can improve motivation of the students at elementary school.

From those literatures review above the writer does not uses game, but uses visual media. The aims not only to improve motivation, but also academic achievement. The writer tries to examine whether using visual media can improve motivation and academic achievement or not. The writer research is about the use of visual media to improve motivation and achievement in learning English of forth year student at SDN Mangunranan Mirit Kebumen.

C. Research Problem

Based on the background above, the research problem are as follows:

1. Do visual media increase the student's motivation in learning English?

2. Do visual media improve the student's academic achievement in learning English?

D. Objective of the Study

This study aims at describing:

1. Whether visual media can increase the student's motivation in learning English.

2. Whether visual media can improve the student's achievement in learning English.

E. Benefit of the Study

The researcher expects that this research will be able to give same benefits, both theoretical and practical.

1. Theoretical Benefit

The finding of the research may verify the validity of the theories that visual media   to be able to increase the motivation and achievement of the students.

2. Practical Benefit

The researcher hopes that this research gives information that using visual media can influence motivation and achievement of students in elementary school.

F. Research Paper Organization

The researcher organizes this paper by dividing into five chapters in order to make easily to understand.

Chapter I is introduction that consists of background of the study, previous study, research problem, objective of the study, benefit of the study, and research paper organization.

Chapter II is underlying theory that consists of theories at teaching learning English at elementary school, motivation, academic achievement, and visual media. Chapter III is research method that consists of type of the research, subject of the research, source of the data, method of collecting data, and technique for analyzing data.

Chapter IV is research finding and discussion of the finding. And the last is Chapter V about conclusion and suggestion.