

CHAPTER I

INTRODUCTION

A. The Background of Problem

Language is very important in daily live as a means of communication of human beings. How people try to get some information from other an conversely, how others try to give information to us. It is impossible for people to make mutual relationship with one to another without language.

Hornby (1987: 473) states that language is human and non instinctive method of communicating ideas, feelings, desire by mean of the system of sound and sound symbol. By means of language, we can communicate to express our feelings, ideas, and opinion with others. When we communicate we use the language to accomplish some functions, such as: arguing, persuading, or promoting.

People all over the world could not stand alone, they need to communicate one another. To communicate between one and another of course they need an instrument that is language. Shortly they need language in order capable to communicate one another.

Without language we are not able to express idea, our mind or feeling in the life. Because communication is one of the characteristics of human beings. So

without language we will have no communication at all. We can communicate well because we can speak well.

In the world there are many language such as: Arabic, English, Germany and so on. With the difference of forms and usage of those languages, the people in the world need a language that can be understood by others or an international language. English is the one of International language. English is the language which is used and spoken in many countries, nearly every country in the world is obligated to learn English, so do Indonesia.

With the coming of the Education Reform Act 1988 'English' was re-established as the main focus for primary education, however, this was still to be concerned with the teaching of the three language modes of reading, writing and talking. 'Speaking and Listening' became of equal importance to reading and writing for the first time, and this was prescribed by the National Curriculum. Coordinators were now to be called 'English' coordinators. Dominic Wyse and Ressel Jones (2000: 2)

Remembering the importance of English as one of international language which is used in many countries, so it must be absolutely studied. Learning English is not easy, it can be seen to the students who study English from the elementary until university do not show good ability in communicating as being expected. For

example, in using English for communication either in listening and speaking, because there are many aspects that must be studied in English.

There are four skills in study English namely: speaking, listening, reading and writing which all of the skills are very important. Penny Ur (1991: 120) says that of all the four skills (listening, speaking, reading and writing), speaking seems intuitively the most important: people who know a language are referred to a 'speakers' of that language, as if speaking included all other kinds of knowing, and many if not most foreign language learners are primarily interested in learning to speak. In fact, speaking is more dominant than other three skills. Because in the process of learning a language the four skills are connected one to another, and speaking is a tool for communication to get person to think in the language and use it for communication.

At the same time, speaking needs practice loudly; the students will establish good speaking. If speaking has become their ability, so they will be able to speak every speaking materials they like. In this way they can enlarge their knowledge, conversation and dialogue. By having those problems, the writer will introduce application of game as one visual media aids in learning English: theoretically, the students will be able to learn English easier. The technique enables students to be interested in learning speaking will increase as well.

The writer found some problems in teaching and learning English. Especially in speaking skill. One of the problem is that students has difficult pronounce the word

or sentences correctly in English and not confidence to speak. When students are speaking English they always feel afraid to make mistakes. Especially when talking to friends or English teacher in English. The students always regard that English is difficult and frightening lesson, especially in speaking. Penny Ur (1991: 121) says that there are some problems in speaking activities that be barriers for the students to speak, there are: inhibition, nothing to say, low or uneven participation, and mother tongue use. That problems make the students lazy to study English. Jill Hadfield and Charles Hadfield (2006: 105) says that we can help learners speak by helping them to find ideas and supporting them so they feel confident enough to speak. We can give them opportunities to practise enough to become fluent, and we can get them to improvise and stretch the language that they know to cope with a range of different situations. We can give opportunities to interact with others and help them with useful phrases and expressions for turn-taking, changing the topic, expressing interest, etc. There are some method to solve that problem, one of the method for easily or solve that problem above by give the who am I game to the students. By that method, the students feel fun, enjoy, and more interest for students in study English especially in speaking.

In learning process, role plays are a common activity; they require the speaker to convey information and/or express ideas. Information-gap activities provide stimulation and a greater degree of involvement for the listener. If the teacher plays

the role of listener, the notion of communication can be nullified as the speaker is aware that the teacher is likely to know the answers. Norbert Pachler (1999: 189).

Who Am I game is a simple game that makes a good icebreaker at parties, especially when played by a larger group. It gets people to mingle and talk to each other. Very few supplies are needed for the Who Am I party game; it's inexpensive and fun to play. This is a good game for birthday parties, Halloween parties or any other gathering where you might want to get people to interact. The game is extremely simple, and plays out according to very specific, easily explained rules.

So in this thesis, the writer would like to rise the influences of who am I game as media on students' achievement in speaking as her own research.

B. The Identification of The Problem

a. The field of the research

The field of research is the speaking skill

b. The kinds of the problem

The kinds of problem is to know the students' achievement in speaking skill.

c. The main of the problem

The main of the problem in this research is unclear how the influence of the application of who am I game strategy on students' achievement in speaking skill.

C. Limitation of The Problem

In this thesis as the writer has stated above, the research is only the teacher of speaking through games. The teacher obtains his students to pay attention his speech in words or sentences was given to repeats and pronounced them.

D. The Questions of The Research

The learning media is one way to help the students to overcome the difficulties or their problem, based on the statement above the writer can notice the problem which appear, as follows:

- a. How good is the students' application of who am I game strategy at *SMP Al-Washliyah*?
- b. How far is the students' achievement in speaking skill at *SMP Al-Washliyah*?
- c. Is there any positive and significant of the application of who am I game strategy on students' achievement in speaking skill at *SMP Al-Washliyah*?

E. The Aims of The Research

Accordance with those problems above, the aims of this research in this thesis as follows:

- a. To know the students' application of who am I game strategy
- b. To know the students' achievement in speaking skill

- c. To know any positive and significant of the application of who am I game strategy on students' achievement in speaking skill.

F. The Uses of The Research

The research product hoped to be able to:

- a. Increase the developing of language learning, especially in increasing the students' ability in speaking skill
- b. Increase teacher's creativity in applying a game
- c. Help the applying of a game in other to implicated maximally

