CHAPTER I

INTRODUCTION

A. Background of the Research

Today, English has an important role in many countries in the world. People use it to communicate in diplomacy, the introduction of a culture, or in science and technology. The most frequently used English in their delivery is science and technology. Therefore, English must be learned.

Based on the description above, it can be concluded that is important to learn English. Therefore, English is included in the learning curriculum. In English there are 4 language skills that should be learned. The skills are speaking, listening, writing and reading.

Speaking is one of language skill that must be mastered by any foreign language learner because speaking is essential (important) tool for communication. Unfortunately, Indonesian students feel difficult (hard) to always say something in English, it becomes problem for English teaching.

The teacher is challenged to be as creative as possible to provide opportunities for students to expose and to increase students’ speaking skill. To encourage students to practice their English, some English teachers sometimes use games or activities, by which students learn English with fun.

Game can support the students’ interest. Games also help the teacher to create context in which the language is useful and meaningful. Here, the writer tries to recommend a a strategy in teaching English especially teaching speaking namely “guessing game”.

The Effectiveness Of Using..., Friska Carnia Mulasari, FKIP UMP, 2015
Guessing game is a game which is designed to stimulate students’ speaking in the classroom. In these games, students are required to make one sentence from a picture provided by the teacher.

There are a lot of English materials, such as descriptive, report, recount, and procedure. The writer chooses procedure as the material of this research.

The writer would like to conduct a research to improve speaking skill by using guessing game that stimulate their speaking under the title “The Effectiveness of Using Guessing Game for Teaching Procedure Text in Speaking (An Experimental Research at the Second Grade School of SMK Muhammadiyah 1 Purwokerto)”. 

B. Reasons for Choosing the Topic

The writer chooses the topic “The effectiveness of Using Guessing Game for Teaching Procedure Text in Speaking (An Experimental Research at the Second Grade School of SMK Muhammadiyah 1 Purwokerto in Academic Year 2014/2015)”, with the following reasons:

1. Speaking is an important skill, because it can measure the mastery of somebody language from the spoken language.

2. The writer believe that the use of guessing game can encourage students to be actively participated in the activities happen in the classroom.

C. Problem of the Research

In this research the writer limits the discussion by stating the following problem:

Is guessing game effective for teaching procedure text in speaking?
D. Aim of the Research

The aim of the research is “to know the effectiveness of Using Guessing Game for teaching procedure text in Speaking”.

E. Contribution of the Research

1. To the Teacher
   The teachers can use the result of this research to be a reference in teaching speaking.

2. To the Institution
   The institution can use the result of the research in order to develop a different way that can be applied in teaching learning process.

3. To Other Researchers
   As a reference for future research, this research could also be reused and improved to become more perfect.

4. For Readers
   This report can be reference for the reader, especially for those who are interested in teaching English by using guessing game.