

# CHAPTER 1

## INTRODUCTION

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

Many people believe that “speaking” is an important skill to acquire the other skills when learning a second foreign language. The success of learning speaking is measured from the student’s performance and competence to speak the language.

Based on the pre-observation result, it was found that the students’ speaking competence was low. It could be seen from the result of students speaking competence in final examination. The mean of students speaking competence in final examination was only 40. It was also supported by the result of interview. The English teacher said that students felt nervous to deliver their ideas. When they wanted to speak something, they didn’t know what to say and how to express it. They just kept silent when they had to tell something. They just spoke one or two sentences and then stopped speaking because they had no idea.

There are some factors that made the students difficult in learning speaking especially in retelling story. The factors are the limitation of the poor of vocabulary, pronunciation and grammar. Most students felt difficult to say word in English when they made sentences. There were many mistake on it.

Besides that, there is a factor that made the teacher difficult in teaching retelling story. The factor is the limited facilities in the classroom.

To solve the problem the researcher made a certain technique to help the students in teaching retelling story at eight grade students' of MTs Muhammadiyah Bumiayu. The researcher used whisper and guessing games.

By using whisper and guessing games, the students became more active and creative to deliver their ideas, and they can improve their speaking by using well-planned game, the students can also practice and interact actively in teaching learning process. play and compete games had enhance motivation of the students. Motivation gave a good effect for their performance and reduce the anxiety and also made the students interest to retell story.

Related to the problem and statement above, the writer did experiment method entitled "The effectiveness of whisper and guessing games in teaching retelling story at eight grade students' of MTs Muhammadiyah Bumiayu in academic year 2011/ 2012".

## **B. Reasons for Choosing Topic**

There some reasons why the researcher choose the topic:

1. The researcher wanted to know whether retelling story is effective when they will be taught by using whisper and guessing games.
2. Students usually like game in studying English, so the researcher wants to use whisper and guessing games.
3. Whisper and guessing games can be used to create solidarity with other students.

### **C. Problem of Research**

Based on the explanation above, the problem proposed for this study is: “Is whisper and guessing games is effective or not in teaching retelling story at eight grade students’ of MTs Muhammadiyah Bumiayu In Academic Year 2011/ 2012?”.

### **D. Aim of Research**

The aim of this study based on the problem above is to know whether whisper and guessing games is effective or not in teaching retelling story.

### **E. Clarification of Terms**

To understand the topic more easily, the key term of the study will be classified as follows:

#### **1. Effectiveness**

Effectiveness according to Webster International dictionary, the word effectiveness means serving to effect the purpose producing the intended or expected result (Webster, 1976: 416).

#### **2. Teaching**

(Trabue, 2004: 25) says that teaching is a process of spelling the information from the teacher to the students.

#### **3. Retelling Story**

It tells something about what they remember ( Morrow, 1996: 50 ).

So teaching retelling story is an interaction which did between teacher and students and it will produce a story.

## **F. Contribution of Study**

Because the topic, it is important something in the area of teaching learning achievement in English, so the researcher has deep hope in mind that this research can be meaningful toward the improvement of students' speaking in teaching speaking. Moreover the contribution was regarded for the following people:

### **1. For the Students**

They get valuable experience in retelling story using whisper and guessing games, so it is hoped that they can speak English well.

### **2. For the English Teacher**

It give information to the teacher and do collaboration using whisper and guessing games,so that the teacher will have an innovative method in teaching retelling story.