CHAPTER 1
INTRODUCTION

A. Background

Learning to master a language is a kind of learning process in which people use the language to communicate with others in a social life. English as an international language should be mastered by everyone for a worldwide communication. In Indonesia, English to be learnt as a foreign language. In learning English as a foreign language, the students should master four important skills such as speaking, reading, writing, and listening. Besides that, there are some aspects that have to be mastered for supporting the four skills, such as vocabulary, grammar, and pronunciation.

Grammar is one of the important supporting aspects that should be mastered by the students. According to Krashen in Barnand (2009: 248), grammar has a central place in language teaching. This statement is also related to Nelson (2002:1) who states that grammar is the central component of language. In learning grammar, we learn a set of rules and the way of how language components are arranged when we speak, listen, write, and read.

Grammar is needed to support all four skills because it is the foundation of the language, therefore the researcher want to apply the strategy in learning grammar especially passive voice with unconventional method. According to (Egel, 2009: 2023–2026; Griffiths, 2009; Skehan, 2008: 13–27 i...
Uibu, 2015: 73), state that effective language teaching strategies support the instructional goals, involve students in the process of learning and develop their problem resolving skills.

Therefore, the researcher implements Ludo game to teach grammar especially passive voice which aim to know the effectiveness of the treatment. Ludo game is a game in which two or four players race around a board, moving according to rolls of a die (Carlisle, 2009 :815 ). Shortly, this game ask the students to answer the question in each field with the rules that are designed by the teacher. The result of this research is expected to be useful for creating new technique in teaching grammar.

Based on the reasons above, the researcher conducted the research entitled “ The Effectiveness of Ludo Game in Teaching Grammar in Second Grade Students of SMK Negeri 3 Purwokerto in Academic Year 2016/2017”.
B. Reason for Choosing Topic

Based on the condition above, there are some reasons in choosing the topic of the research as follows:

1. Grammar is a crucial item that should be mastered by the students to understand and produce English.
2. Ludo game is a technique which will make learning of passive voice in enjoyable situation.

C. Problems of the Research

The researcher formulates the problem of the research as follow: Is Ludo Game effective to teach grammar especially passive voice?

D. Aim of Research

The objective of this research is to know the effectiveness of Ludo game to teach grammar especially passive voice.

E. Limitation of The Research

This research only discusses the mastery of the students on Simple Present Tense, Simple Past Tense, Present Continuous Tense, and Modal Auxiliary in passive voice. The researcher focused in the tenses above because there are so many tenses that are rarely used. So, the researcher
limited this research only on passive voice in some tenses which is often used.

F. Contribution of the Research

Based on this research, there are some benefits as follows:

1. For students

   This learning can facilitate the students in learning English by using Ludo games.

2. For teacher

   Add the teacher's knowledge and be able to apply this method (teaching through Ludo game) in learning activities that teachers can gain direct experience through this method.

3. For researcher

   This research provide feedback at the same time knowledge to know how much the influence of Ludo games in learning passive voice.