

CHAPTER 1

INTRODUCTION

A. Background Study

English has become the primary language of communication. It is spoken by millions people all over the world. Since English is important in communication, it is not enough for students to learn vocabulary, phrases and grammatical features, but students should learn how to produce sentence to communicate in daily life. Thus, the teacher should give the materials, the methods, the techniques, the activities of the learning that should encourage and support the students to use English as a means of communication.

In Indonesia, English has been learned by every level of students, starting from students of junior high school to students of university. The students who have learned English for several years do not guarantee that they are able to communicate well when they study in the higher level of education.

At school students have to learn four skills of English. The skills are speaking, listening, reading, and writing. Those skills are very important in learning English as Foreign Language (EFL). However, Speaking is one of the skills that students think difficult to learn.

Speaking is productive skill of language learning. Speaking is a process to convey and share ideas and feelings orally. Speaking involves some elements such as accuracy, fluency and vocabulary building.

Speaking is one of the language skills of English that should be mastered by students. Mastering speaking ability is not easy. It is supported by David Nunan (2003) who states that learning to speak is obviously more difficult than any other skills since speaking happens in real time and in a spontaneous way.

Most of students in Indonesia feel difficult to speak English in daily life. They think that speaking English is very difficult and they will feel embarrassed when they are making mistake in speaking English. That is the problem.

This is a challenge for teachers, as teachers should use interesting methods, to make students enjoy in learning. Because of that, students will find it easier in following teaching and learning process. One of the interesting methods for teaching speaking is game.

Game can make students more active and enjoyable in following teaching and learning process. By using game students get easily understand the material. There are many games that can be used by teachers, one of them is *who am I* game.

Who am I game is a game that is suitable for making students talk, because this game stimulates students to talk. This game is about guessing something. By using this game all students are required to speak to know the answer. This game work in group, with one of the group members describe the picture that they get from teacher without mentioning the name of picture and other members guess the picture by using yes/no questions.

Based on the explanation above the writer takes a title “THE EFFECTIVENESS OF USING *WHO AM I* GAME IN TEACHING SPEAKING” (A Quasi Experimental Research at the Seventh Grade Students of Junior High School 6 Purwokerto In Academic Year 2017/2018)

B. Reasons for Choosing the Topic

The writer choose the topic “THE EFFECTIVENESS OF USING *WHO AM I* GAME IN TEACHING SPEAKING” with some reasons as follow:

1. Speaking is very important skill that should be mastered, because by mastering speaking students can communicate with other people easily.
2. Teaching speaking needs an interesting strategy to make students be active and enjoy in speaking.
3. *Who am I game* can encourage the students to speak which makes students actively participate in the teaching learning process.

C. Problem of Study

Based on the background of the study, the problem of this research is stated by the question: “ is *WHO AM I* game effective to teach speaking for the seventh grade students of junior high school?”

D. Aim of Study

The aim of this research is to find out whether or not the implementation of *WHO AM I* game is effective to teach speaking for the students of junior high school.

E. Definition of Terms

1. Effectiveness

The effectiveness is noun form of effect, which means bring (something) about cause to occur (Hornby, 2000). Bernardy (2004) said that effectiveness is to measure the ability of a program, project or task to produce a specific desire effect or result that can be qualitatively measured.

2. Who am I game

Game is one of activities which can help the students to create dynamic, motivating classes. The reason is that real learning takes place when the students, in relaxed atmosphere, participate, in activities that require them to use what they have been drilled on.

Who Am I is a guessing game where the teachers use the traits and characteristics of famous, historical, company figures, animal and others. *Who am I* game is at least consists of two groups. The purpose of this game is to make better students speaking ability.

3. Speaking

Speaking is one of language skills in learning English as Foreign Language. Speaking is productive skill because speaking is to produce word orally. Speaking is ability to pronounce articulation of sounds of words for expressing and sharing ideas. Speaking is to practice foreign language directly and it becomes the way for communication. Someone who is able to speak a foreign language is often indicated as the one who is successful in learning the target language.

F. Research Contribution

1. For English Teachers

This result of research is expected to give some benefits for English teacher. The result of the research can give additional information to teach English especially speaking skill to improve the quality of teaching learning process. Beside that the researcher hopes it can be used as solution of problem in teaching speaking.

2. For students

The result of the research can give impression for the students to be more interested motivated in learning English. By using *who am I* game, they can learn English more fun and enjoyment.

3. For Other Researchers

This study is expected to be one of the references for future researcher because it will be a good basic to know why the students have low performance in speaking skill. The result of the research can be used as an input in English teaching and learning process.