

CHAPTER 1

INTRODUCTION

1.1 Background of study

English is one of language that used to communicate in the world as international language. According to Nunan in Cahyono (2010: 91) English has become a tool for communication in transportation, commerce, banking, tourism, process of technology, diplomacy, and scientific research. The science and technology are conveyed using English. In fact, there many books containing the current science and technology written in English only. To develop this science and technology English is the mediator language. Because of that indonesia prepare the student to be able to study English. In Indonesia, English is important subject taught at every level of education, from the first grade of Elementary school through the third grade of Senior High School and at the University in Indonesia as well.

Now days, to learn English language in Indonesia needs a lot of attention to improving English education especially in writing skill to can write better when people need it in future live. With perfecting education system supplies science book and various techniques. Not only government but also all section who is involve in education takes part in order to make English language perfect.

In teaching and learning English, there are four skills that should be mastered, they are: reading, speaking, writing and listening. In this research the writer will focus on sentence writing. Writing is very important to be mastered. Writing is

one of the skills in learning English language. According to Hedge in Ahlsen and Lundh(2007: 4) states that writing is about guiding student to “produce whole pieces of communication to link and develop information, ideas, or argument for a particular reader or group of reader”. Sometimes people can not express their opinion, ideas or feelings with spontaneity but they can express it through writing. Another problems are the students have low motivation and interest to write English. The students usually asked to write sentence and paragraph without giving some clue. It is difficult for them to express their ideas on a piece of paper. It is because some elements or components they are: grammar, form, content style and mechanics. These components are related to another in order to produce good result writing.

According to Marsudiono (2008: 1) writing is exploration where people can go to somewhere have never known before. We can achieve what is impossible to achieve in this world. It allows to express something about our self, to explore and explain ideas and to assess the claim of other people.

Writing is important activity for students. writing is one of the main activity when studying at school. Writing is a communicative act, it is a way of sharing information, thoughts, experiences, or ideas between the students and others. It means that the students need to say to others about things related to their selves, such as their lives and their experiences. In relation to writing activity, both teachers and students have the same need to write. Writing is the most difficult skill to learn. It is different with speaking and reading. The students find difficulties in learning writing. The difficulties not only in generating and

organizing idea, but also in translating these ideas into readable text. Besides, many factors can cause the problem of the students they are : interest, the material, and the media in teaching English. Students' problems in writing are due to some factors: lack of vocabulary, lack of English grammar understanding, and lack of practice. In addition, writing involves several components including content, vocabularies, grammatical, structure, etc. This all become the problem students when practice to write in English.

A good respond from teachers is one manner how to motivate and support students developing their writing skill to write in English. Actually, to develop a sentence writing the teacher can use interesting methods. There are various ways to organize the sentences in piece writing. One of method that choose by the writer is use guessing game to improve student ability in write descriptive text. With this method the students will be active and more creative in class.

A descriptive text is a text which portrays the image of certain thing from which the writer wants to transfer it to the readers. According to Hammond in Cahyono(2011 :292) The social function of descriptive text is to describe a particular person, place, or thing. A descriptive text is organized with generic structure of identification, a descriptive text will show the description of the object. Paragraphs of description may contain parts or physical characteristic, value or quality, usage or function.

Teaching students to write well is very difficult therefore teacher has to employ a good method to provide inspiration for the students. It will motivate them to express themselves creatively through writing. The teacher should give

the students many activities to do in order to make the students be active and creative. In this case, should employ good technique and have good preparation in teaching students. As a teacher must use technique and method that interesting, effective, innovative to get goals of teaching English.

In SMPN 2 Bungkal, English is one difficult lessons for students. Students not interest to studying English, especially in writing these problem are in making sentence or paragraph, the students felt difficult to explore their idea. These problems are caused by the lack of vocabularies, less for practice and low motivation for studying English. Besides, Students also fell bored and tired when they were studying English. Teacher as the crucial part in study especially in studying English. They need to know the good strategy or method to solve the case. The teacher should responsible to stimulate and motivate the students in learning process, besides they should be creative and active to make and find right method and strategy for teach English.

A good media, method, and strategy are needed in this school. A good method can be effort to make students ability. Media and strategy also make the class to be alive during the lesson.

Game is an activity there the main objective is or to have a good time. Game is activity preferred the kids and adults because of game makes people to be happy and enjoy in their life. Game is one of interesting method to teach English. According to Prihantoro (2013: 1) game is activity can improve the appeal activities learn, turn around all brain and mind, and make students more competent. One off kinds game can be used is guessing. Guessing game is a game

in which the object is to use guessing to discover some kind of information such as a word, a phrase, a title, or the identity or location of an object.

(<https://en.m.wikipedia.org/wiki/Guessing> accessed on Monday, November 30, 2015). Guessing game make students enjoy in learning, besides it can become more concerned with his friends, and among them will maintain a feeling of positive dependence for their later learning. In addition will have a higher self-esteem and motivation to learn

Based on the explanation above, it can be concluded that game is one of the ways to improve students in sentences writing, because the game have the advantage in learn English. The students will be happy and enjoy to learn English especially in writing. This is why the researcher is interested in conducting the research entitled

“IMPROVING STUDENT WRITING SKILL IN WRITE DESCRIPTIVE TEXT THROUGH GUESSING GAME AT SEVENTH GRADE OF SMPN 2 BUNGKAL IN ACADEMIC YEAR 2015/ 2016”.

1.2. Statement of Problem

Based on the background above, the statement of the problems of this research is:

Can the use guessing game improve the student’s writing skill in write descriptive text at the seventh grade of SMPN 2 Bungkal in academic year of 2015/ 2016.

1.3 Purposes of Study

Based on the statement of the problem above, the purpose of study is to implement the guessing game to improve writing in write descriptive text at the seventh grade of SMPN 2 Bungkal in academic year 2015/2016.

1.4 The Important Of Study

The researcher hopes this research will give some significance for:

1. For the students
 - a. To give knowledge about English, especially in writing skill
 - b. To help the passive students to be more active students.
 - c. To increase the student's learning motivation in writing English.
2. For the teacher
 - a. To help teacher to find alternative strategies in writing skill.
 - b. To apply and develop this research as a method in teaching writing.
 - c. This strategy can be used as alternative choice to make students enjoy and happy in learning writing.
3. For the school
 - a. To improve the quality of education and develop English teaching in the school.
 - b. To know the next steps to take later to improve the school services.
4. For the researcher

The researcher hopes this result of research give solution in teaching writing English.

1.5. Scope and Limitation

To explain and clarify the object research, the researcher limit the scope is study as follows:

1. Scope : There are some methods, strategy, or technique in teaching writing such as prediction guide, true or false, think pair and share, guessing game, etc but in this research the researcher used guessing game
2. Limitation : The researcher used guessing game with descriptive text in teaching writing, subject of research is students of the seventh grade of SMPN 2 BungkalPonorogo.

1.6 Definition of Key Term

To avoid misunderstanding of the concept in this study, the researcher gives some definitions as follows:

- Writing* : Is the process of the birth thoughts or feelings in the form of writing (Puwanti2013: 2)
- Descriptive text* : Is a text which lists the characteristics of something. Descriptive text is a text that draw or tell about something in detail (Marsudiono2011: 75)
- Guessing game* : One kind of games are very interesting given to students in the learning a material of lesson. In this strategy of learning need media or a help to be used. Made by the teacher with the card that contains the

characteristic of reply on the card who want to
guess (Hamid 2011: 231-232)