CHAPTER 1

INTRODUCTION

A. Background of Study

English is one of languages in the world. In this global era, many people used English as a media of communication and it makes people who come from different countries to be easier in making interaction and communication. As one of international languages in the world, English is used in education, business, government, and social situations.

English as the international language has been taking special place in Indonesia education. It is one lesson, which must be taught in Indonesia either in junior high school, senior high school or college. The goal of English learning is preparing students able to use English communications actively. Learning language involves four language skills, they are listening, speaking, reading, and speaking.

Based on Siahaan (2008: 1) Language is a set of rules used by human as a tool of their communication. The use of the language is governed by the conventional rules shared by the speakers of the language. Otherwise, they cannot use it effectively for the sake of their communication. They cannot communicate well. Even worst they cannot understand each other. Therefore, in order to be successful to join a communicative interaction, the members of a speech community must use their language according to the conventional rules they share among themselves. The people having a good language are those who can apply

the rules of their language in transferring information in their communication effectively.

Siahaan (2008: 83) says that language is a unique human inheritance that plays the important human's life, such as in thinking, communicating ideas, and negotiating with the others. It constitutes a set of principles into which its usage its native speaker are subject.

Among the four language skills (listening, speaking, reading, and writing), speaking is often regarded by people as the most important skill. People, who can listen, read, and write, but cannot speak will not be taught as mastering the English language. Riddell (2003: 120) says that speaking activity designed to give practice of language learned or reviewed. Here the emphasis is as much on accuracy as it is on fluency and correction at some stage will be important.

To master speaking skill, people can carry out conversation with others, give the ideas, and exchange information with other. The benefit through their speaking activities is the student's confidence growing up, as in speaking students must have a lot of good practice. As one of language skills, speaking can be defined as a hard skill at which to excel for many of our learners. These skills include the following abilities: produce words, expressions, or utterances to express our ideas and feelings as well as to respond towards particular situations.

Speaking is difficult because the teacher should teach pronunciation and tenses which are different from our language. Moreover, speaking is just taught in the school with the limited time. In this limited time the students cannot practice

English speaking well. Speaking English complex matters, it needs fluency, pronunciation, intonation, and diction.

Through the interview at MA Darul Fikri Bringin, Kauman, Ponorogo, the researcher concluded that there were students' weaknesses in speaking. These problems happened. The students found many difficulties in English speaking, arranging the sentence, lack of vocabulary, and pronunciation.

The students of MA Darul Fikri Bringin, Kauman, Ponorogo as subject of research also got difficulties in learning speaking. The problems were caused by: (1) the lack of related vocabularies; (2) low ability in constructing sentences and utterances; (3) low motivation in participating in speaking activity caused by the shyness and embarrassment in making mistakes; (4) poor and unsatisfying understanding about transactional and interpersonal expressions in English.

The situation was getting worse by the teacher's wrongly chosen teaching material and unsuitable teaching method which made the students felt very bored and lost interest in the speaking class. In order to improve students speaking skill, game is one of the techniques that can be applied in teaching speaking because game gives students more chance to use English orally, it means that students can practice and develop their ability to speak English. In speaking, we also use some techniques to make easy in speaking. One of them is guessing game technique by Charades application.

According to Klippel (1994: 13) the basic rule of guessing game is eminently simple; one person knows something that another one wants to find out. It can be concluded that guessing game is a game in which a person or participant

knows something and competes individually or in a team to identify or to find out it.

Games offer a medium for students to explore and interrogate informations in a fun and interactive way. This type of animated learning environment is critical for engaging students in the learning given the prominence of iPods, game boys, play stations and a wide variety of highly entertaining, and Sci-fi television in young people's life today. Especially, Charades from Playstore application offers about that, Charades application is to guess the word on the screen using hints from others (who aren't allowed to say the word). The hypothesis in formulated is the use of guessing game by Charades application could improve the student's speaking skill at the tenth grade of MA Darul Fikri.

B. Statements of Problem

Based on the study above, the research problems are formulated as follows:"

1. Does the implementation of guessing game by Charades application increase students' speaking skill at the tenth grade of MA Darul Fikri in the 2016/ 2017 Academic Year?"

2. How can the implementation of guessing game by Charades application improve students' speaking skill at the tenth grade of MA Darul Fikri in the 2016/ 2017 Academic Year?"

C. Purposes of Study

According to the statement of the problem above, the researcher's purpose are:

1. To find out whether guessing game by Charades application improves students' speaking skill at the tenth grade of MA Darul Fikri at 2016/ 2017 academic year.

2. Find out how the implementation of guessing game by Charades application can improve students' speaking skill at the tenth grade of MA Darul Fikri in the 2016/ 2017 academic year.

D. Importance of the Study

Here, the researcher hopes that the result of this research will give the the importance of this study for:

a. Students

1) To help every student to develop his confidence and enjoy in cooperative learning with his friends

2) The students can use the guessing game by Charades application in looking for the ideas for making the teaching speaking.

b. English Teacher

1) This result of the study will give the benefit for teacher to know how to give the best contribution to be success in teaching learning English language especially in speaking skill

2) To know how the difficultness keep in touch to mantain students in cooperative learning and build their confidence in their speaking.

c. School

1) This research is expected can improve students English especially in speaking skill.

2) Give the benefit in English learning and create the new condition learning.

d. Researcher

1) To improve her knowledge on teaching English language.

2) To get new experience through guessing game by Charades application.

E. Scope and Limitation

Scope

This scope of research is about one strategy of cooperative learning's, guessing game by Charades application to improve students' speaking skill at the tenth grade of MA Darul Fikri. In testing speaking there would be four aspects that going to be tested: pronunciation, vocabulary, fluency, and procedural generic stucture (grammar) which covered present tense or past perfect, imperative sentence, cause and effect, and sequencing.

Limitation

The test will be conducted to the presentation, control group, pair in work, and worksheet. And subject is limited to the tenth grade of MA Darul Fikri in 2016/ 2017 academic year.

F. Definitions of Key Terms

Guessing Game: 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. A guessing game has as its core a piece of information that one player knows, and

the object is to coerce others into guessing that piece of information without actually divulging it in text or spoken word.

Charades Application: That is an application from Playstore that can be downloaded from handphone or tablet. At the screen of handphone or tablet will turn up the word or picture as a object guessing target.

Speaking Skill: Siahaan (2008: 2), stated that speaking is the skill of a speaker to communicate information to a listener or a group of listener. Her or his skill is realized by her or his ability to apply the rules of the language she or he is speaking to transfer the information she or he has includes all the correct grammatical aspects of the language she or he is speaking, the types of the information she or he is transferring, and the rhetoric she or he is conducting in a communicative event.