

CHAPTER I

INTRODUCTION

As an introduction, chapter I will present the background of the study, statements of the problem, purposes of the study, significance of the study, scope and limitation, and definition of key terms.

1.1 Background of the Study

Language is an important aspect in this life in social interaction with daily conversation. In other words, the real language for interaction makes the simple grammar for conversation. This research tended at SMP/MTs for a train the student skill in the case of listening skill and oral skill by using English. In learning English, should follow a plan that suits needs and the student's ability to receive lessons because every student has different capabilities with each other.

Many people assume that English is a difficult language to be learned. Students even feel that these subjects are a scourge which makes students fear and even avoided. In this case, the role of English teachers and parents is needed in convincing students that learning English is not as bad as students imagine. When students learn the English language, many methods that can be used, one of which using the game.

In the world of education especially in English learning, are there four basic skills have to be mastered. First is listening, speaking, writing, and reading. In this case, the writers try to apply learning making the listening skill in this research. Language has an important role in communicating mainly the use of the

English language. The first English is the international language. Second English is the universal language which means that English is the unifying language or the main language used to communicate with other countries. Then the last reason English is an investment in the future because if the student has the ability to speak English is better than later students can take advantage of this capability, for example, to get a scholarship abroad, working with foreign companies as well happen outside the country, expand relationships, etc.

Students learned the most important thing in learning English one should be able to listen to the words or sentences spoken by others carefully. According to Gilakjani and Sabouri (2016) Listening is the second language learning to develop a sign language. The students in seventh grades at MTs Muhammadiyah 1 Ponorogo also have many problems in listening. The students usually get bored in the listening class because the teacher uses the old method to teach listening. Of these problems, researchers try to apply new learning method in listening to English using games, so students become bored while studying in the classroom.

With the ability to speak English, especially in terms of listening, students can expand their communication and interaction, as already described in the previous paragraph. According to Gilakjani and Sabouri (2016), “listening is the process of receiving, answering to spoken and non-verbal messages, and making meaning form. So listening is the process to improve student relationship especially in non-verbal messages with other students in the area”. Brown (2006: 247) state, “In classrooms, students always do more listening than speaking. Listening competence is universally “larger” than speaking competence”.

Learning activities that are currently interested students is to learn while playing. Agoestyowati (2009: xiii) states, “Games allow students to work cooperatively, compete with each other’s, learn from mistakes, work in a less stressful and more productive environment, and allow people to have fun”. Therefore, researchers are interested in using games as a learning method in the classroom, because the game is a fun learning method and make students more interested in learning.

Based on the statement above, researcher is interested to analyze the students listening skill by using game. This research is taken entitled “Improving Students Listening Skill by “What it is” game at 7th grade of MTs Muhammadiyah 1 Ponorogo.”

1.2 Statement of the Problem

Based on the background of study, the problem that the researcher wants to find in this study is “How can “What it is” game improve students’ listening skill at 7th grade of MTs Muhammadiyah 1 Ponorogo?”

1.3 Purpose of the Study

Based on the problem, the purpose of this research is to improve students listening skill by “What it is” game at 7th grade of MTs Muhammadiyah 1 Ponorogo.

1.4 Significance of the Study

The writer hopes this researcher will give some advantages and contribution:

1) For students

- a. The students are more motivated to enhance the learning process.
- b. The students have the better understanding to improve in listening skill.

2) For teacher

This research can be considered to increase teaching-learning in the classroom, especially in English listening skill.

3) For school

It provides input to the entire school community, improves the ability in problems solving of educational and learning English, especially in improving student's listening material.

1.5 Definition of Key Terms

Listening skill : Listening skill is key to receiving messages effectively. It is a combination of hearing what another person says and psychological involvement with the person who is talking (Tyagi: 2013).

“What it is” game : Make a text about something noun, town, country, profession, and the other. Read it or ask one of them from students to read this text be loud

and explicit. Ask every student to answer the question “what it is?” and “who is he/she?” Study the vocabulary and grammar from the text (Prihantoro: 2013).

