CHAPTER I

INTRODUCTION

In this chapter, the researcher would like to discuss about research context that tell us about the phenomena in problems of study, research focuses tell about the focus of the problem in research, research objectives tell about the aims of the researcher, significance of study tells about the benefit of the research, such us for the researcher, the students, the readers, etc. definition of key terms tell about the explanation of the title of the research based on the researcher perspectives, and previous study that tells about some researchers who conducts the same research in this study.

A. Research Context

Listening skill is one of the communicative language activities to receive a number of information from other people, therefore listeners must really understand, interpret, and assess what is heard in order the information can be received and understood properly by listeners. The word of *Listen* in Oxford Dictionary has meaning as pay attention to somebody or something that you can hear.[1] It means listening is accepting sound intentionally and knowing what it conveyed from both people and things.

In line with the above opinion, Pramila and Ahuja said that listening is the selective process of attending, hearing, understanding, and remembering aural symbols.[2] It means listening is the process of hearing to oral symbols with full attention, understanding, appreciation, to obtain information,

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[1] *Oxford Learner's Pocket Dictionary.* (Oxford: Oxford University Press, 2009), 258.
[2] Pramila Ahuja and G. C Ahuja, *How to Listen Better* (New Dehli: Sterling Paperbacks, 2007), 10.

capturing content or roles and understanding the meaning of communication that has been conveyed by the speaker through speech or spoken language.

In this research, the researcher chooses MI Nurur Rahmah as the object of research. MI Nurur Rahmah is a private elementary school located in the village of Kaduara Barat, Larangan, Pamekasan. This school is favorite elementary school in Kaduara Barat because just in this school the students especially female students use a muslim uniform that absolutely interesting to the parents. The muslim uniform covers the female genitals that the entire body except for the hands and face. Besides that, in this school there are many smart students as the proof they became the winner in any competitions in Pamekasan. Furthermore, this school always celebrates the graduation by holding parties such as parades and art performance, as well as graduation events ranging from kindergarten and the sixth grade of elementary school.

In MI Nurur Rahmah, the teacher teaches listening in English lesson. In every unit there must be a listening material, namely "listen and repeat" and listening practice namely "listen and respond, listen and match, etc". In listen and repeat, the teacher should read vobularies properly and loudly, furthermore the students listen carefully and repeat the vocabularies. While in listening practice, actually it always consist of different practice in every unit. For example, in the first week is about listen and respond. In this case the students must practice their llistening skill. Firstly, the teacher should chosee two students to come the front of the class. The second is the teacher gives

some word of conversation. Finally, the student says some words, then the other one listen it and respond to him by saying some words too.[3]

The fifth grade of MI Nurur Rahmah is a group of young learners. Young learners are covering a large chronological age span: from around 3 years of age to 15.[4] It means young learners are a group of children currently studying at kindergarten to junior high school who are categorized as aged 3 to 15 years old. Basically, fifth grader of MI Nurur Rahmah is group of learners at the education level of elementary school and really like to play. Therefore, learning activities are very interesting when students are actively involved in the learning process. The teacher can create an adequate learning environment or situation, so that students can find real experiences and engage directly with tools and media.

Learning media is one of factors that affect the achievement of learning objectives in teaching and learning process. Learning media is anything that can be used to convey a massage to stimulate students' feeling, thoughts, wilingness, attention, and encourage the learning process.[5] It means learning media is a tool that used by teacher in conveying the materials to students. Based on the interview, teaching and learning process runs and takes place not in accordance with teacher expectations.[6] A lot of time, energy, and costs are wasted while learning goals cannot be achieved, even noise occurs in communication between teachers and students. With the

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[3] Syaiful Hadi, MI Nurur Rahmah, *Wawancara Langsung* (12 Maret 2021).
[4] David Nunan, *Teaching English to Young Learners* (New York: Anaheim University Press, 2011), 2.
[5] Yanuari Dwi Puspitarini and Muhammad Hanif, "Using Learning Media to Increase Learning Motivation in Elementary School," *Anatolian Journal of Education* 4, no. 2 (2019): 55.
[6] Syaiful Hadi, MI Nurur Rahmah, *Wawancara Langsung* (12 Maret 2021).

existence of learning media, the teacher can create various classroom situations and determine teaching methods to be used in different situations to teach the materials in the classroom to be more interesting.

Based on the fact, the teacher used a media that really loved by young learners namely games. The use of games is also considered suitable, because it is expected to reduce the boredom and the stress levels when learning or working.[7] When young learners using games as media of learning, they will not feel bored and of course enjoying the material because the atmosphere of play is very popular with students and can provide interesting things. Indirectly, students will pay attention to lessons with high motivation and playing with fun also has an element of non compulsion. Therefore, the teacher uses games in language learning in order the students can understand the subject matter with a more interesting, enjoyable, feeling, and meaningful.

Whispering game is a game that the teacher whispers a message or information to the student, the student whispers the message or information to the next student whether it reaches the last student or not.[8] It means whispering game is game that convey information in whispering way from one student to another until the last student in a group. It is very clear that whispering game refers to students' listening skill. The students must really listen to information conveyed by their friends in a whisper because if the student hear only one wrong word, then the next student will continue to make mistakes. Furthermore, the students must pay attention and focus on the

[7] Aaron Steven Falim and Jasson Prestiliano, "The Use of Board Games as Learning Media of Project Time Management," *Journal of Nonformal Education* 4, no. 1 (2018): 71.

[8] Delia Putri, "Penerapan Metode Game 'Bisik Berantai' dalam Meningkatkan Keterampilan Menyimak pada Siswa Sekolah Dasar," *Indonesian Journal of Basic Education* 1, no. 2 (2018): 216.

information conveyed from the first student. Therefore, it is clear that the whispering game is used to make students easy to learn English especially in listening skill.

There are some researchers who have conducted a research about listening skill. One of them is Aprilia Dyah in her thesis with the title "Improving Listening Skill Through Interactive Games in The Seventh Grade at SMP N 2 Kalasan in the Academic Year of 2012/2013".[9] Her research is describing about interactive games can make students play and study in the same time. furthermore, the material can be learnt well and it makes the student's listening skill improved.

Other researcher that was conducted by Irani Nurislam in her thesis entitled "Reinforcing Students' Listening Skill through Guessing Games (A Classroom Action Research at The First Grade Students of MTs Annida Al Islamy Jakarta).[10] This research told about the use of guessing games in teaching listening, in this case the students not only play but also practice their listening skill.

Based on the description above the researcher will conduct the different research since the researcher used whispering game while other researchers used interactive game and guessing game in listening skill. This study is conducted to know the use of whispering game in learning that have many advantages of students' listening skill. Besides that the teacher can

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[9] Aprilia Dyah, *Improving Listening Skill Through Interactive Games in The Seventh Grade at SMP N 2 Kalasan in The Academic Year of 2012/2013* (Yogyakarta: Universitas Islam Yogyakarta, 2012), 1.

[10] Irani Nurislam, *Reinforcing Students' Listening Skill through Guessing Game (A Classroom Action Research at the First Grade Students of MTs Annida Al Islamy Jakarta)* (Jakarta: UIN Syarif Hidayatullah, 2016), 1.

create interesting and fun learning so that the students are motivated to learn. So, the researcher is interested in the research with the title "*The Use of Whispering Game in Students' Listening Skill at Fifth Grade of MI Nurur Rahmah Kaduara Barat Larangan Pamekasan*".

B. Research Focus

According to John Creswell, research focus or we can call it as a research topic is the board subject matter addressed by the study.[11] It is about what will be researched by the researcher. In this case, the researcher conceives the research problem to address the research objective as follows:

1. How is the process of whispering game in students' listening skill at fifth grade of MI Nurur Rahmah Kaduara Barat Larangan Pamekasan?

2. What are the benefits of whispering game in students' listening skill at fifth grade of MI Nurur Rahmah Kaduara Barat Larangan Pamekasan?

C. Research Objective

Adnan Latief states the research problem and research objective (objective of study) basically have the same meaning.[12] Research problems are stated as questions to be answered by the researchers, while the objectives are stated as the goal of research to be achieved by the researcher. Furthermore, we can make the research objective by identifying the research problem above, the researcher state the research objective as follows:

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[11] John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research*, 4th ed (Boston: Pearson, 2012), 60.

[12] Mohammad Adnan Latief, *Research Methods in LanguageLearning an Intoduction* (Malang: UM Press, 2011), 25.

1. To describe the process of whispering game in students' listening skill at fifth grade of MI Nurur Rahmah Kaduara Barat Larangan Pamekasan.

2. To know the benefits of whispering game in students' listening skill at fifth grade of MI Nurur Rahmah Kaduara Barat Larangan Pamekasan.

D. Significance of Study

In this case will explain about the advantage and importance of the research. Either advantage of scientific or advantage of social. The advantage of scientific is about the development of knowledge, while the advantage of social is a process or steps to solve the social problems.[13] On other words, this explanation gives the research how suitable the problems researched by the researcher.

Significant of the study states the implications of the findings for educational practice and theory.[14] Significant of the study explain the using or it can be called advantage of the research. It can be theoretically and practically. The using or advantage of the research, it can be for the researchers themselves or for the participant that include in the research.

1. Theoretical significant

Theoretical is the significance used for developing of knowledge.[15] The result of this research is expected to give information about the research. Then the result of research also can be reference to make english students know about the use of games in listening skill.

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[13] *Pedoman Karya Tulis Ilmiah* (Pamekasan: IAIN Madura, 2020), 19.
[14] Donald Ary et al., *Introduction to Research in Education*, 8th ed (Belmont, CA: Wadsworth, 2010), 589.
[15] Ary et al., 61.

2. Practical significant

a. For the students

1) The result of this research is expected the whispering games make the students not bored and can be motivated in learning English.

2) The result of this research is expected the whispering games can make students easily to understand and receive the materials especially in listening skill.

b. For the teacher

1) The result of this research will give the teacher new variation in teaching English namely whispering games.

2) The result of this research is expected the whispering games make the teacher easily to introduce the materials especially in listening skill to the students.

c. For the researcher

the result of this research could become a reference for the next researcher and make the researcher to know using games in teaching learning are very interesting.

E. Definition of Key Terms

Some word which is used by the researcher as the key of this research to find the meaning and needed to explain clearly called as key terms. Key terms of this research containt the concerned term in this research. Those key terms are to help the reader understand the main point of this research.[16]

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[16] *Pedoman Karya Tulis Ilmiah*, 19.

To avoid misunderstanding for the readers in classifying about the key term, the researcher would like to explain the term used in this research. They are as follows:

1. Whispering game

    Whispering game is a game of conveying information by whispering from one student to another quickly and carefully then the last student delivers the information by writing it in the whiteboard in front of all students whether the information is true or false.

2. Fifth grader

    Fifth grader is group of learners at the education level of elementary school that follow an educational program at the school or other educational institution under the guidance of several teachers.

3. Listening skill

    Listening skill is an ability that includes hearing to language sounds, identifying, observing, and reacting to the meaning contained in the materials.

F. Previous Study

    The previous study is the studies published were disseminated in the past that report results of research findings.[17] In this case, knowing the previous study of research becomes important both of the researcher and the reader. It will guide the researcher to seek differently and develop the researcher from the previous study. Some previous studies from this research are reported by Aprilia Dyah in her thesis entitled "Improving Listening Skill

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[17] Robert J Myers, *Actuarial Study* (Federal Security Agency, 1948), 33.

Through Interactive Games in The Seventh Grade at SMP N 2 Kalasan in The Academic Year of 2012/2013."[18] Her research is describing about interactive games that can make the students play and study in the same time. Furthermore, the materials can be learnt well and it makes the students' listening skill improved.

Other researcher that was conducted by Irani Nurislam in her thesis with the title "Reinforcing Students' Listening Skill through Guessing Games (A Classroom Action Research at The First Grade Students of MTs Annida Al Islamy Jakarta) 2016".[19] This research told about the use of guessing games in teaching listening, in this case the students not only play but also practice their listening skill.

These previous studies help the researcher to develop the research dealing with the use of whispering game in students' listening skill. However, this research is conducted with specific differences from those previous studies. As we know, in this case the researcher uses the different types of game as the media in listening skill namely whispering game, while other researchers use interactive game and guessing game. Another difference of this research, the researcher designed the research into a qualitative approach because the data will be described in a descriptive form. While other researchers designed their research into Class Action Research (CAR). The similarities of this research are all researchers take listening as the skill that to be researched.

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[18] Dyah, *Improving Listening Skill Through Interactive Games in The Seventh Grade at SMP N 2 Kalasan in The Academic Year of 2012/2013*, 1.

[19] Nurislam, *Reinforcing Students' Listening Skill through Guessing Game (A Classroom Action Research at the First Grade Students of MTs Annida Al Islamy Jakarta)*, 1.