

CHAPTER IV

RESEARC FINDING AND DISCUSSION

This chapter consists of finding and discussion of the research. The researcher has collected the data through an observation, interview, and documentation. The data will be discussed based on the theory explained above in the chapter II. This chapter is presented base on the research focuses which were stated in chapter I.

A. Research Finding

In this section, the researcher explains about the result of observation dealing with the Student's Interest In speaking skill through BINGO game of VIII grade at SMPI Darul UlumII Congka Gilang Sumenep and the result of an interview with the students at SMPI Darul UlumII dealing with the Student's Interest In speaking skill through BINGO game of VIII grade at SMPI Darul UlumII Congka Gilang Sumenep. The researcher observed the situation exist when the teaching speaking through BINGO game process being done by a teacher.

There are two research focuses that will be explained in this chapter by the researcher. They are What activities that make the students' interest in speaking skill through BINGO game of VIII grade at SMPI Darul Ulum II Congka Congka Gilang Sumenep and How does the students' interest in

speaking skill through BINGO game of VIII grade at SMPI Darul UlumII Congka Congka Gilang Sumenep.

To obtain the data the researcher observed the teaching-learning process at SMPI Darul UlumII Congka Congka Gilang Sumenep. The researcher conducted the first observation on 21th April 2020 , 08.41 and the second observation on 12th may 2020, 08.41. It means that the researcher conducted observation twice to SMPI Darul UlumII Congka Congka Gilang Sumenep

The researcher intends to present the research finding which are obtained through observation, interview and documentation in the field the finding of research included how does the teacher use BINGO game to make students feel interest in learning speaking.

1. The activities that make the students' interest in speaking skill through BINGO game of VIII grade at SMPI Darul Ulum II Congka Congka Gilang Sumenep.

In this part, the researcher is going to present the finding that deals with the student interest in learning speaking through BINGO game of nine grade at SMPI Darul Ulum II Congka Gilang, the data is gained from observation, interview and documentation.

The researcher collects the data from the observation and documentation on teaching speaking at nine grade SMPI Darul Ulum II Congka Gilang. From the result of the observation, the researcher described

the teaching learning proses in the class. After doing the observation while taking picture as documentation, then the researcher interview the teacher to make the data which gotten from observation clearer.

Before doing observation the researcher came to SMPI Darul Ulum II Congka Gilang to present the researcher's intention that the researcher want to conduct a research at SMPI Darul Ulum II Congka Gilang. In this case, the researcher came to meet the principle and tell him that the researcher wanted to conduct a research in the school. The researcher gave letter to the director. It was proved as legal letter from collage to conduct the research. The principle gave permission to the researcher to conduct a research in the school. Then, the researcher asked permission to the principle to meet with English teacher of nine grade at SMPI Darul Ulum II Congka Gilang, the researcher met the English teacher in her office, then the researcher asked to the teacher when the researcher can observe teaching English especially in speaking skill through BINGO game. Then, the teacher of VIII grade at SMPI Darul Ulum II Congka Congka Gilang Sumenep told that the activity would be conducted on 21th april 2020 at 07.00, until 9:30 .

The first observation was conducted by the researcher on 21th april 2020. It was started at 07.00, until 9:30. The researcher waited for the English teacher in front of nine grade class, the researcher met with English teacher at SMPI Darul Ulum II Congka Gilang ,“Faihaturrahmah”. The researcher observes the activity in the class deals with teaching speaking through

BINGO game, based on the observation of teaching speaking through BINGO game was implemented by the teacher with five steps, they are:

The first the teacher recalled the material last week about descriptive text and rechecked the student understanding about descriptive text. After recalling the material, the teacher gave material about someone appearance and discuss the material together, and teacher wrote an example about someone appearance on white board. *The second* the teacher gave BINGO card that consists of twenty five boxes/ grids then the teacher gave information about the role play of BINGO game, the teacher asked the chief of class ahmad farisi to distribute the BINGO card to every student in the class. *The third* the teacher asked the student to paid attention to every single card that have different someone appearance on it, than the teacher gave an example to students how to fill the BINGO by calling Mamluatul maghfirah to go forward and asked to Mamluatul maghfirah about her family who has cleaver appearance and Mamluatul maghfirah said yes the teacher asked the name, age, profession and wrote it in the card which written cleaver on it, in the same time most of student say “oh get it mam”, so the teacher start the game and let student to explore their friends. After a few minute intan nuraini yelled BINGO directly Intan called and gave the card to the teacher. *The fourth* teacher and student discuss the answer together.

During the whole game activity the class a little bit noisy, most of students look interest in playing the game with their friends, the teacher walked around the class to monitor the activity process. In this case the teacher also becomes time keeper

From the game activity the result was good, all students were not shy to practice their speaking skill although they had difficulties in doing speaking, and most of student mixing their English with Bahasa when they doing communication. The teacher motivated them. The student were involved in these learning activities actively. After some minute the teacher inform to the student that time was up, and there is a student who yell BINGO in very first time becomes the winner. And the student who became the winner was very happy.

The result of observation above is suitable with Faihaturrahmah's statement, the teacher of SMPI Darul Ulum II Congka Gilang.

“sebenarnya saya menggunakan berbagai metode dan tehnik untuk mengembangkan kemampuan speaking dan untuk mempengaruhi minat siswa di kelas saya. seperti halnya; BINGO game, story telling dan debat walaupun saya sangat jarang menggunakannya, tapi menurut pengalaman saya BINGO dan lebih efektif untuk dipraktikkan dikelas saya karna BINGO game lebih mudah dan sesuai dengan keadan siswa saya, BINGO game lebih menyenangkan bagi anak anak”

“actually I use a lot of kind of method and technique to enhance student ability in speaking and to influence student interest in my class. Such as; BINGO game, story telling, and debate although I seldom use it in my class, but in my experience BINGO game is more effective to

implement in my class, because BINGO game is easier and appropriate with my student condition, BINGO game is more fun to the student”¹

The second observation was conducted on 12th may 2020 it started on 07:30 until 09:30. In this case, the student were more prepared in playing BINGO game. this BINGO game was simpler than the first observation although the student still had difficulties in arranging the sentences. The student were still active. They were not shy or afraid anymore to speak English. There is similarity between the first observation and the second observation, both of them are much same. Here are the steps of teaching speaking through BINGO game, they are:

The first the teacher greeted the student and check the student attendant by checking student attendant list, and continued with recalling the previous material about someone appearance by ordering one of student to stand up she is suci rahmawati and asking to the other student about Suci’s appearance (what does Suci look like?). A mong of student directly answered one by one about Suci’s appearance they answered “beautiful” “sweet” “short” “smart” and nurlaila said “berkulit gelap” and the teacher responded to Nurlaila’s answer by asking to the other student how to say “kulit gelap” in English ? after a few second Intan nuraini raised her hand and said “dark skin mis” the teacher gave appreciation to Intan nuraini because she answered correctly.

¹ Interview, Faihaturrahmah, 21 April 2020 at SMPI Darul Ulum II C O ngka Gilang: 02.30

The second the teacher told the students about the lesson at the time that they are going to learn it is about profession. Then the teacher wrote the word about profession that easily found in the student environment on the white board, the word are teacher, student, police, farmer, seller, singer, runner, doctor, and so on , the game namely BINGO game. *The third* the teacher asked for each student to pay attention on paper that has been distributed by the chief of class Mohammad Farisi. The paper has random name of profession on it, the BINGO card consist 25 squares. *The fourth* the teacher divided the student in to a group in every group consist of two person the student can collected the answer from his/her partner only but every single student must complete one of line in the BINGO card. The teacher told that the group who can answer diagonal, vertical and horizontal line. they are will be the winner. When the students find the answer the student writes down the answer on the paper. The condition in the class was very noisy, the students speak to their friend happily. Before getting reward teacher must check students answer, whether correct or not. In this case without the teacher ask the student to memorise vocabularies the students automatically remind some vocabularies dealing with profession that they have write and speak before with their friends. *The fifth* after giving the reward the teacher help student who did not complete the task yet, and discuss it until time was up.

The result of observation above is suitable with Faihaturrahmah's statement, the teacher of SMPI Darul Ulum II Congka Gilang:

“Nah, kebanyakan siswa saya sangat bahagia ketika saya menggunakan game di dalam kelas karna pada usia mereka itu mereka suka bermain. Dan khusus BINGO game yang saya gunakan saya memodifnya sesuai keadaan siswa di kelas dan materi yang akan saya berikan. Mereka suka ramai dan menjelajah atau mengeksplor kelas. Dan mereka juga sangat suka ketika ketika bersaing dengan temanya dan menjadi pemenang”²

“Well, Most of my student are very happy when I use game in the class because at their age they still love playing. And specially BINGO game, that I use in my class, I modify it depend on the student condition and the material that will be given. They love noisy and move around the class. And they do love when they doing competition with their friend and be a winner.”

The statement above is also supported by Intan nuraini as one of nine grade student at SMPI Darul Ulum II Congka Gilang:

“ketika belajar speaking dengan game itu lebih menyenangkan bagi saya, jika dulu waktu sd speaking itu hanya melakukan percakapan di depan teman kelas. Dan sekarang saya suka belajar speaking dikelas. speakingnya tidak hanya dengan satu siswa tapi bisa berbicara dengan semua teman saya dikelas, dan juga membuat saya lebih mudah untuk belajar berbicara menggunakan bahasa inggris karena bisa saling bantu sama temen-temen.”³

“When studying speaking using game technique it’s more fun in my opinion, when elementary high school speaking lesson only doing conversation in front of my classmate. And now I love studying speaking in my class, we not only speak with current student but we can speak with all of student in the class, and it also makes me easier to speak English because I can help one and other.”

From the interview above the teacher also give positive responses about BINGO Game. She said that teaching speaking trough BINGO game made the students enthusiastic in learning speaking lesson.

² Interview, Faihaturrahmah, at SMPI Darul Ulum II Congka Gilang: 02.30 21 April 2020

³ Interview, Intan Nuraini student in SMPI Darul Ulum II Congka Gilang Sumenep on Thursday 24 April 2020

“Secara keseluruhan cukup bagus mz. Dengan belajar speaking menggunakan BINGO game siswa jadi lebih terlibat dalam kegiatan pembelajaran walaupun mereka agak kesulitan untuk merangkai kalimat,, selain itu juga bisa saling membantu kalau ada kesulitan . yang paling penting mereka mau aktif belajar”⁴

“ generally, they were good. Learning by using BINGO game made them involved more in the learning activity although they found difficulties in arrange the sentences. Besides, they could help each other in solving the problem. Mainly, they learned actively ”

The steps in implementing BINGO game at student nine grade SMPI DarulUlum II Congka Gilang canbe classified in to three major steps of teaching: pre-teaching, consist of greeting and reviewing the previous material by asking student understanding about the material; whilst teaching, the teacher gives the material and discusses it continued by implementing BINGO game technique; post teaching, the teacher reviewing the material and discusses the material and close the teaching-learning process.

2. The students’ interest in speaking skill through BINGO game of VIII grade at SMPI Darul Ulum II Congka Congka Gilang Sumenep

In this section, the researcher would explain about the result of interview with some of students in SMPI Darul Ulum II Congka Gilang to know the student’s interest in speaking skill through BINGO game at SMPI Darul Ulum II Congka Gilang Sumenep .The researcher conducted the interview on 24 April 2020 9 at 10.00 when break time.

⁴ Interview, Faihaturrahmah, at SMPI Darul Ulum II Congka Gilang: 02.30 21 April 2020

Based on the result of interview with some students in SMPI Darul Ulum II Congka Gilang Sumenep, there were various responses about the student's interest in speaking skill through BINGO game at SMPI Darul Ulum II Congka Gilang Sumenep. five of five students said that they interest to study English especially speaking using BINGO game. The students were happy studying through BINGO game. They also said that this game can help them to understand the material easily. This is Sonia's statement, one of the students in SMPI Darul Ulum II Congka Gilang Sumenep. She said that she interests studying English through BINGO game, because this game can help her to understand the material easily. Here is the direct quotation:

“Saya sangat suka dan sangat menikmati ketika guru Bahasa Inggris saya mengajar menggunakan tehnik game. Game yang dipakai oleh guru saya ketika beliau mengajar yang paling saya suka yaitu BINGO game. Saya suka dengan BINGO game karena gamenya menarik dan bisa membantu saya untuk mengerti pelajarannya. Selain itu pelajaran terasa mudah ketika guru saya mengajar sambil bermain.”⁵

“I'am very interest and enjoy when my English teacher teach English through game technique. The Game that used by my teacher in teaching English that I like is BINGO game, I like BINGO game because the game can help me to understand the material beside that the material is easier when my teacher teaches while playing”

Different reason stated by Nur aida, she also said that she liked studying speaking using BINGO game technique. Because this technique help student to more active in the class and makes student do not feel bored. The result of interview to Nur aida as one of student in SMPI Darul Ulum II Congka Gilang Sumenep:

⁵Interview, Sonia student in SMPI Darul Ulum II Congka Gilang Sumenep on Thursday 24 April 2020

“untuk sekarang belajar bahasa inggris bagi saya sudah tidak membosankan lagi, setiap siswa itu harus berbicara didalam kelas, saya akan merasa cemburu ketika teman teman saya bisa berbicara bahasa inggris dengan lancar dan mendapatkan hadiah dari ibu karna dia menjadi pemenang di kelas.

“for now studying English for me is not board anymore, every student must speak up in the class, I will very jealous when my friends speak English fluently and get the reward from my teacher because she/he becomes the winner”

The statement above is supported by Faiqoturrahmah statement she said that she is very exited when the teacher said that she will play BINGO game in the next meeting most of student prepare it well before, the result of interview with Faiqoturrahmah as one of student at SMPI Darul Ulum II Congka Gilang Sumenep as followed:

“ketika mis Faihah bilang bahwa pertemuan minggu depan akan belajar speaking dengan game semua teman saya dikelas sangat bahagia karna sangat suka belajar speaking dengan game dan masing-masing dari kami sangat ingin menjadi pemenang pada pertemuan selanjutnya, dan saya selalu belajar dan mempersiapkan dengan membaca pelajaran pada pertemuan minggu depan itu kadang saya juga menonton video di youtube yang berkenaan dengan speaking karna mis Faihah juga menyarankan kami untuk browsing di internet”⁶

“When mis Faihah said that next week we will study speaking trough BINGO game all if my friends in my class are very happy because we love speaking through game and every student want to be a winner in the next meeting, and I always study and prepare it by reading the material in the next meeting, sometimes I also watching video deals with speaking because mis Faihah also recommended us to brows in internet”

⁶ Interview, Faiqoturrohmah student in at SMPI Darul Ulum II COngka Gilang on Thursday 24 April 2020

Mohammad Farisi said that she liked the BINGO game technic. Because the technic can help him to learn speaking easily and motivate hem to study English. This is Mohammad farisi's statement"

“Ada dua cara yang digunakan oleh guru saya dalam pelajaran bahasa Inggris yaitu tehnik biasa seperti menjelaskan dan memberikan soal-soal dan juga kadang menggunakan game. Saya suka ketika guru saya menggunakan BINGO game karena BINGO game bisa membantu saya untuk belajar speaking. Sejak guru saya menggunakan game ini saya lebih semangat untuk belajar bahasa inggris dan juga saya juga suka belajar speaking. Dan menurut saya BINGO game sangat penting untuk saya karena bisa melatih saya dalam speaking.”⁷

“There two ways or technic that used by my teacher when teaching English, they are usual ways as like giving explanation and question sometime using game. I like when my teacher using BINGO game because BINGO game can help me to learn speaking. Since my teacher uses this game I am spirited to learn English and also I like to learn speaking. In my opinion BINGO game very important for me because can examine me in speaking.”

Beside that, most of student spirited to join BINGO game because in the end of this game the teacher usually gives a reward to the winner here is Dina wardatul jannah statement as followed:

“Dalam pelajaran bahasa Inggris guru saya menggunakan game yang menarik yaitu BINGO game. Tapi terkadang guru memberi pertanyaan. Saya suka dengan BINGO game karena game ini membuat saya semangat dalam belajar. selain saya bisa belajar speaking guruku juga memberikan hadiah ketika saya memenangkan gamenya.”⁸

“In teaching English material my teacher uses an interesting game this is BINGO game. But sometimes the teacher give some questions. I like this game because this game makes me spirited in studying. Beside that, my teacher gives me reward when I win the game.”

⁷Interview, Mohammad Farisi student in at SMPI Darul Ulum II COngka Gilang on Thursday 24 April 2020

⁸Interview, Dina wardatul jannah student at SMPI Darul Ulum II Congka Gilang Thursday 24 April 2020

Faihaturrahmah statement, as the teacher of SMPI Darul Ulum II Congka Gilang Sumenep

“ketika saya mengajar murid saya menggunakan BINGO game dalam pembelajaran speaking, banyak anak- anak yang suka dengan game itu karena mereka merasa mudah belajar speaking dan mereka bias menikmati pelajaranya.

“when I teach my student trough BINGO game in teaching speaking, there are many students like the game because they feel easy to learn speaking and they can enjoy the lesson”⁹

The result of interview above are supported by observation. Base on the observation, when the researcher interviews with some students in SMPI Darul Ulum II Congka Gilang Sumenep, all of students feel happy when studying English trough BINGO game. They interest in this game because some reason they are: Need, enjoyment, motivation and attention. This data is documented by taking picture when the researcher doing interview and observation. (see in appendix).

B. Discussion of the Research

In teaching learning process, the technic is very important things, because the technic is very helpful to the understanding of students. So in this case the English teacher uses the technic that is suitable to teach English in order to, teaching and learning successful, increase student’s knowledge especially about speaking.

⁹ Interview, Faihaturrahmah, at SMPI Darul Ulum II Congka Gilang: 02.30 21 April 2020

In this section, the researcher would like to give detail discussion about Student's Interest In speaking skill through BINGO game of VIII grade at SMPI Darul UlumII Congka Gilang Sumenep. The researcher has conducted a research by doing observation, interview with the English teacher and student and also taking picture as documentation. In this case the researcher will explain about the activities that make the students' interest in speaking skill through BINGO game at VIII grade of SMPI Darul Ulum II Congka Congka Gilang Sumenep and the students' interest in speaking skill through BINGO game of VIII grade at SMPI Darul Ulum II Congka Congka Gilang Sumenep.

1. The activities that make the students' interest in speaking skill through BINGO game at VIII grade of SMPI Darul Ulum II Congka Congka Gilang Sumenep.

The suitable technic and method determine the goal of teaching learning process and student's achievement. There are many principles for teaching speaking which should be considered before applying a particular teaching strategy. Speaking is not a passive activity, so the teacher should give the students opportunities to develop and explore their ability. The student ability is very important in the teaching and learning process. In this case, BINGO game can arrows student motivation in learning, it also create student to be more encourage to work in a group.

There are a lot of technic and methods to teach speaking for young learners one of them is BINGO game where it is implemented by the

teacher in teaching speaking at VIII grade of SMPI Darul Ulum II Congka Congka Gilang Sumenep. BINGO game which is implemented at SMPI Darul Ulum II Congka Gilang Sumenep. BINGO game that used by the English teacher in SMPI Darul Ulum II Congka Gilang Sumenep is BINGO card. The teacher give student BINGO card and ask all of student to pay attention on it and choose on of line either cross, down, or diagonal. It deals with Maksymec on Khoirina thesis that BINGO game is a game usually played on a BINGO card which consists of twenty-five squares laid out in a 5x5 grid.¹⁰ The teacher uses this game as a technic in teaching speaking to make the student interest in studying English. The teacher gives opportunity to students to learn English easily through this useful technic, BINGO game. It support by Satriyani statement that said the purpose of BINGO game is providing the opportunities to the students, this game is very useful for the student to practice their speaking, by using certain topic or theme.¹¹ So that, using BINGO game can be useful for the teaching learning process specially on speaking in order providing a good atmosphere and fun activities in the classroom.

Based on the data which is gotten from the observation in the implementation of BINGO game in teaching speaking at SMPI Darul Ulum II Congka Gilang Sumenep, the game is very effective to make

¹⁰ Nur Laila Khoirina, *using speaking Bingo game to improve students' speaking ability for the seventh grade students at SMP Muhammadiyah Salatiga in the Academic year 2019/2020*, (IAIN Salatiga, 2019). P.31

¹¹ Lina Satriyani, *Using Word to sentence Bingo integrated with computer to improve student's speaking ability*. Vol. 4, (2016). 468-474

student speak up during teaching learning process. It able to be proven by the data that gained by the researcher with the respond given by students to the BINGO game technic that is used by the teacher in teaching speaking, the students feel more fun and easy to speak up. According to Jana Hackathorn that teaching is a student-centered approach to teach. It includes any technique that involves the student in the learning process and hold students responsible for their own learning.¹²

BINGO game which is implemented at SMPI Darul Ulum II Congka Gilang Sumenep to teach speaking focused to student activity in speaking, it leads student to be the main player and the teacher has responsible to control the whole activity in the class. Student will speak continuously although the student sometime use bahasa when student lack of vocabulary

In the teaching learning process trough BINGO game , the student will get reward when they can accomplish the game. The form of the reward it can be score or prize to winner. After the teacher said who become the winner the teacher will review the material related to the game. This kind of reward and all the activities make student feel motivated to learn speak English..

¹² jana Hackathorn, “*Empirical Study of Active Teaching Learning Techniques*,” n.d., 4.

BINGO game technic makes teacher easier when teaching and also makes students easier to understand the Material. The strength of this technic is permanent group made by the teacher. It makes the teacher can see the student's development. And the students know each other. So that, the student can help each other until they finished the game and get good score or reward.

The result of explanation above shows that BINGO game technic can make the students more active in the class. The students get many opportunities to improve the skill in speaking using BINGO game. So, BINGO game is very good when it is implemented in teaching speaking especially at SMPI Darul Ulum II Congka Congka Gilang Sumenep more over this game is appropriate for all kind of students learning style like audio, visual and kinesthetic it provides students to see, listen and practice.

2. The students' interest in speaking skill through BINGO game of VIII grade at SMPI Darul Ulum II Congka Congka Gilang Sumenep

Student's interest is determines by the successful of the implementation of BINGO game as a technic in teaching speaking. When the students respond well, such as takes a part in the activity especially in teaching speaking by using BINGO game, it means that the student enjoy and like this technic very much. In this case, there are various aspect that

make students interest in teaching speaking through BINGO game They are ;

The first, enjoyment means the pleasure felt when having a good time or good act of receiving from something¹³.the students fell interest in teaching speaking through BINGO because they enjoy the activity in the class. Harmer state that game are vital part of teachers' equipment, not only for the language practice but also therapeutic effect they have. They can be used at any stage of class to provide an amazing and challenging respite from other classroom activity, and are especially useful to send the students away feeling cheerful about their English class.¹⁴ In the class the students at SMPI Darul Ulum II Congka Congka Gilang Sumenep not only get the material but also they enjoy their teaching learning process. When the students interest in their course or subject , they were active in the classroom and led positive emotions such enjoyment, excitement and happiness.

The second, a motivation is a state of a cognitive arousal which provokes a decision to act as a result of which there is sustained intellectual and/or physical effort so that the person can achieve some previously set a goal¹⁵. BINGO game makes the students motivated in learning speaking. When the teacher implement BINGO game technic in

¹³ Lester D.Crow and Alice, *human development and learning*. p,79

¹⁴ Jeremy Harmer , *how to teach English* (England: Longman, 1998), p. 1

¹⁵ Jeremy Harmer, *The Practice of English Language Teaching*, (England: Longman, 2001),3rd Ed., P.

the class, the teacher do not only lead students to speak English, but also motivate the students to love English especially speaking. Douglas brown states that motivation is probably the most frequently used catch-all term for explaining success or failure of virtually any complex task¹⁶. The student seems have high motivation and they are eager to talk, in this indication the students show that they are confident to deliver their ideas in class because they like the topic, the game, and the way the teacher teach. The students want to add something about the topic event they focus on the objective speaking task, so they involve themselves.

The third, the students attention is tendency of student to get interested in subject and delighted. The student attention is also demonstrated by their taste more like in something and activity. from result of the interview to the student, researcher conclude that most of student are interested in BINGO game as the technique that teacher used in the class. The technique increase the students attention. Attention is also refers to students willingness, desire and compulsion to participate in, and be successful in learning process.¹⁷ Student who has attention to something it means that he or she has interest in teaching speaking through BINGO game. So that is clear that most of student at SMPI Darul Ulum II Congka Congka Gilang Sumenep are interested.

¹⁶ Douglas Brown, *Principles of Language Learning and Teaching* (San Francisco: Pearson Education Company, 2000), page. 160.

¹⁷ Ekapurna Wati, kisna salija, syarifuddindullah, *teacher's strategies in getting students' attention during transition in EFL class room (a case study on English teacher in a Junior High school)*, *Articel*

The last is need. One of the reasons that makes the student interested in studying English through BINGO game technique is students' need. Students' need is very important not just because it is more enjoyable for the students, but because it can also foster belonging and deeper and more enduring interest in wide topics.¹⁸ In the teaching learning process the students need opportunities to explore their skill in speaking. So that, implementing BINGO game as a technique to teach speaking is appropriate to the students' need at SMPI Darul Ulum II Congka, Gilang Sumenep.

Beside that, the researcher also interviewed the English teacher and students. On the interview, the student feels joy in the teaching learning process. Based on observation done by the researcher, the teacher is very creative in teaching speaking through BINGO game and the students get many advantages using the game. When the researcher interviewed the teacher about this technique the teacher said that this game can help the student in learning speaking and influence the student to be more active in the class. And then when the researcher interviewed the students, they said that they can enjoy, motivate, get their need and more attention to the material so that, the student feels happy in the teaching learning process.

¹⁸ Ella kahu, Karen Nelson Catherine Picton, *student interest as a key driver of engagement for first years students*, vol 8. Iss. 2 (Australia: University of sunshine coast, July 2017). P.64