

CHAPTER I

INTRODUCTION

In this chapter, the researcher presents introduction of research consist of research context, research problems, research objectives, significance of study, scope and limitation, and definition of key terms.

A. Research Context

Teaching English speaking to junior high school has become interesting by existence of educative and fun method which is used in every stage. In Indonesia English subject must be thought to the student from elementary high school until higher education, since speaking as the main materials and student demanded to be able to be a good communicative student, teacher must lead and influence student to achieve the aim of teaching English speaking to junior high school. Nowadays English also becomes tool to transfer information and communication technologies that is used as media in some of stages of education.

Since speaking is the most used skill when someone wants to convey messages and exchange information. The mastery of speaking skills in English is priority for many second-language or foreign-language-learners¹. However, speaking most useable skill among other skill in language; speaking, writing, listening, and reading. It becomes the reason why speaking must be a priority

¹ J Richards, *Teaching listening and speaking from theory to practice* .(Combridge: combridge university press. 2008). P. 19

for every English learners around the world. Therefore, speaking section must be understood and focused by both of teacher and student.

Based on the previous research which is conducted by Syukri Agung Hasibuan on his thesis. “*The Effectiveness of BINGO game on Students’ Speaking Ability*”² The result is using BINGO game is effective to enhance the students’ speaking ability of seventh grade at SMP Negeri 178 Jakarta”. This statement correlated to student analysis. Furthermore, making active students to speak up in the class by educative and fun technique is compulsory to the teacher to build up student speaking skill. On the other hand, applying any kinds appropriate method in the class make and helps student more interest during teaching learning process and avoid student boarded in the class.

Based on the preliminary study that the researcher conducted in SMPI Darul ulum II Congka Gilang Sumenep. What makes student feel interest in learning speaking including activities. The activities conducted in the classroom gives student chance to explore their opinion by applying vocabular games’ activities. BINGO games’ activities and emphasizing particular activities such as sharing opinion, talking about beliefs, and so on.

It deals Ach Quraisyi as English teacher at SMPI Darul Ulum II congka gilang Sumenep stated that “when I applying bingo game in the class most of

² Syukri Agung Hasibuan “*The Effectiveness of BINGO game on Students’ Speaking Ability (A Quasi-Experimental Study at Seventh Grade of SMP Negeri 178 in Academic Year of 2016/2017)*”, Thesis. Department of english education faculty of educational sciences syarif hidayatullah state islamic university of jakarta 2017. Unpublished

students are more active and communicative in the class students also enjoy during teaching learning process”.³

From the explanation of preliminary study above, the researcher conducted study entitled “the student interest in learning speaking through BINGO games at SMPI Darul ulum II Congka Gilang Sumenep”. The aim of this research is to assist every English teacher in Indonesia to increase student interest specially in speaking skill and lead student spirited in learning English.

B. Research problem

Research problems are an educational issue, concern, or controversy that the researcher investigates.⁴ According to the researcher, the research problem is efforts to an investigation, inspection, and collection of data and information. Based on research context above this research is guided through the following major question

1. 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?
2. How does the students’ interest in speaking skill through BINGO game of VIII grade at SMPI Darul UlumII Congka Congka Gilang Sumenep?

³ Faihaturrehman, English teacher Preliminary study at SMPI Darul Ulum II Congka Congka Gilang Sumenep (Monday, 03 April 2019)

⁴ John W. Creswell. Educational Research Fourth Edition (Boston: Education, 2012) Page 66

C. Research objectives

The objectives of the research are to describe the teaching learning process through vocabulary game method. Research objectives are the major intent or purpose of the study used to address the problem.⁵ Based on this statement the researcher conducted research objective to get an answer from the problem and clarify an opinion by the fact through the scientific method. The research will be conducted.

1. To know What activities that makes the students' interest in speaking skill of VIII grade at SMPI Darul Ulum II Congka Congka Gilang Sumenep
2. To explain How does the students' interest in speaking skill through BINGO game of VIII grade at SMPI Darul UlumII Congka Congka Gilang Sumenep

D. Significance of study

1. Theoretical significance

The result of this research is hoped to be able to references and solution in teaching learning especially speaking section.

⁵ John W. Creswell. Educational Research Fourth Edition (Boston: Education, 2012) P. 60

2. Practical

a. The student

Student's speaking skill can be improved by using BINGO game in teaching speaking itself. So that students can be interested to be communicative and active students.

b. The teacher

The researcher hopes that this research can help the teacher to improve their teaching strategy. Hence, the students can be interested and get motivated especially in speaking subject. Consequently, the teacher can innovatively create interesting speaking activities.

c. The reader

This research may be benefit because of the information that available in this research specially about teaching learning speaking and the importance of improving student interest. Finally they expected to be communicative and active students.

d. The researcher

He will get experience and knowledge dealing with teaching learning activity and the importance of rising students' interest through game method. He also has description about how to make student influenced by the existence of method in the class. He also expected tube a good teacher in the future.

E. Scope and limitation

The scope is a range of things that a subject organization.⁶ In this study, the researcher has a scope about the student's interest in speaking through vocabulary game. A limitation is fact or condition that limits something.⁷ And it is limited only to the teaching learning process that conducted by teacher using Bingo game at SMPI Darul Ulum II Congka Congka Gilang Sumenep in second grade.

F. Definition of key terms

The following terms are defined because they are used repeatedly and frequently and specifically.

1. Students' interest

Students' interest refers to a motivation force, that as a strength to encourage students to learn English specially on speaking.

2. English speaking ability

English speaking ability refers to the students ability to actively and continuously speak without pauses or hesitation, consistently, communicate all ideas without difficulty, pronounce words correctly and clearly use variety and correct and able to communicate them properly, consistently use correct grammatical structure and use gesture appropriately.

⁶ Oxford Learner's Pocked Dictionary (New York:Osford University Press, 2011) p 393

⁷ Ibid. P 256

3. Bingo Game

Bingo is one of technique in teaching vocabulary. The students have bingo card consist of some word, they should cross the word in the card appropriate with the word which is mentioned by the teacher.