CHAPTER I

INTRODUCTION

This chapter discusses about research context, research problems, research objectives of the study, significances of study, Scope and Limitation of the study, and definition of key terms.

A. Research Context

Learning English is very important for people. In learning English, there are four language skills, as researcher knows that language teaching has identified the four skills. They are reading, listening, speaking and writing. One of skills in language teaching is speaking. In language teaching also begins with the spoken language and the material is taught orally before it is presented in written form.[1] Therefore, many people suppose that someone who can speak English is smart and master English. Speaking skill is emphasized on students learning English.

Haris said that speaking is a complex skill requiring the simultaneous use of a number of different abilities which often develop at different.[2]It means that in speaking not only know how to produce specific points of language such as grammar, pronounciation, or vocabulary, but also we understand when, why, and in what ways to produce a language.

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[1]Richard and rogers, *Approach and Method in Language Teaching* (New York: Cambridge University Press, 1986), page. 34.
[2]David P. Harris, *Testing English as a Second Laguage* (America, 1969), page. 81.

Speaking is more than just a way of making conversation; we use spoken language for a variety of reasons in daily life.[3] To participate in spoken interactions student must also be aware of how participants build a spoken text together when they are speaking.[4]According to Scott Thornbury his book by the title "How to Teach Speaking" that speaking is so much a part of daily life that we take it for granted. The average person produces tens of thousands of words a day, although some people like auctioneers or politicians may produce even more than that.[5]

From the statements above, it can be seen that how important speaking in learning English, so the teacher should provides a suitable way in teaching speaking in order the students can study easily and comfortable.

Game is one of activities that can improve students' speaking skill. The teacher should be more creative in determining suitable game to use in learning process. Cat and mouse game is one of images as game that can enhance student's speaking skill. The students will use his imagination to speak up in the class.

Game is an activity which is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others.[6]

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[3]Anne Burn Helen Joyce, *focus on speaking,* (sydney: Macquarie university, 1997), page. 15.
[4]Ibid, page. 95.
[5]Scott Thornbury, *How to Teach Speaking*, (Malaysia: Pearson Education Limited, 2012), page. 1
[6]Andrew Wright at all, *Games For Language Learning*, (Cambridge: University Press, 2006), page. 1.

According to Ahmad Idrus cat and mouse game is traditional game that must develop to children as for the way game is children line up make a circle and front and behind hold on to hand form lane and teacher show one person become cat and one person become mouse.[7]

There is previous study about cat and mouse game that was conducted by Karian entitle "The effectiveness of Cat and Mouse Game To Improve Students Speaking Skill At The Seventh Grade Of SMPN 1 Gunung wungkal Pati" in that research the students have low self-confidence as well as limited vocabulary and knowledge about parts of speech. As a result, the students spoke in English hesitantly. Such problems occur because the teacher often used Indonesian and Javanese to deliver materials in the classroom activities.[8]

Based on the explanation above, the researcher is interested in doing research about "The implementation of cat and mouse game on students' English speaking skill of Seventh Grade At SMP Ma'arif 5 Pamekasan".

B. Research Focus

Research problem is an educational issue that the researcher investigates.[9]It can be define that research problem is the issue or phenomenon that happen in the education itself and appear a problem that make researcher interested to investigate.

so, based on the research context above, the researcher will identify the research problem, as follow :

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[7]http://repository.unmuhpnk.ac.id/157/1jurnal.

[8]KarianAsriJauharFaik,*The Effectiveness Of Cat and Mouse Games To Improve Students' Speaking Skill At Seventh Graders Of SMPN 1 Gunungwungkal.*

[9]John W Creswell, *Education Research Fourt Edition, 4th ed.*(Boston: Person Education, 2012), page. 66.

1. How does the implementation of cat and mouse game on students' English speaking skill of seventh grade at SMP Ma'arif 5 Pamekasan?

2. What are advantages of the implementation of cat and mouse game on students' English speaking skill of seventh grade at SMP Ma'arif 5 Pamekasan?

C. Research Objectives

According to Creswell, a purpose is the major intent or objective of the study used to addresses the problem[10]. Research objective answer the question from the research problem that have explained above. Not only it, research problem also canbe defined a purpose that the researcher expected from the investigation.Based on the problems above, the researcher has three aims that he want to achieve:

1. To describe the implementation of cat and mouse game on students' English speaking skill of Seventh Grade At SMP Ma'arif 5 Pamekasan.

2. To explain the advantages of the implementation of cat and mouse game on students' English speaking skill of Seventh Grade At SMPMa'arif 5 Pamekasan.

D. Significant of Study

Significant of the study states the implications of the findings for educational practice and theory.[11] Significant of the study explain the using or it can be called advantage of the research. It can be theoretically

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[10]Ibid,p. 60.
[11]Donald Ary et al, *Introduction To Research In Education Eight Edition, 8th ed*.(Canada: Wadswort,2010), page. 589.

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[12].The result of this research is expected to give information about the research.

2. **Practical Significant**

   a. **For The Students**

      1) The result of this study can motivate the students to mastery student's speaking

      2) The result of this study is expected the students can mastery speaking

   b. **For The Teacher**

      1) The result of this research is to provide the teacher choose the suitable method to overcome the student desire in teaching learning english to mastery student's speaking.

      2) The result of this research is to give more understanding to the teacher to make easier in teaching learning English.

   c. **For The Researcher**

      From this study will give experiences and give benefit for all people especially to the researcher and also can improve researcher knowledge.

E. **Scope and Limitation of Study**

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[12]Donald Ary et al. Page. 61

Scope and limitation of the study explain about limitation of the variables that observed population or subject of the study and location of the study.[13] Actually scope and limitation have their definition itself. Scope is the overage that include in the research and it can be the participant that be the object of the researcher. Limitation is the problem with the study identified by the researcher.

The scope and limitation of this research are:

1. **Scope**

   The scope of this research is the implementation of cat and mouse game on students' English speaking skill.

2. **Limitation**

   The researcher limits this research that is the seventh grade of SMP Ma'arif 5 Pamekasan.

F. **Definition of Key Terms**

Definition of key terms is provided to avoid misunderstanding which may be found by the readers. Creswell suggested beginning the research of the literature by narrowing the topic to a few key terms using one or two words or short phrases.[14]

1. Game is an activity providing entertainment and also attracts the members' spirit to be more interesting in joining the class and comprehend the material giving by teacher.

2. Cat and Mouse game is a game that requires students to be active, creative, and responsive. Because in this game students

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[13]Pedoman Penulisan Karya Ilmiah Revisi (Pamekasan: STAIN Pamekasan Press, 2015), page. 15.

[14]Cresswell, *Educational Research fourth Education*, page. 82.

are required to think quickly after being appointed to answer questions from the cat, it takes concentration and understanding of the material previously provided.

3. Speaking is one skill in language learning that is very important to teaching the classroom because it can be used to achieve the ability to speak about our feelings, ideas, opinion, and also to express anything which comes to into our mind orally.