

## **CHAPTER IV**

### **RESULT AND DISCUSSION OF RESEARCH**

In this chapter, the researcher discusses about result and discussion of research. The data has been collected from interview, observation, and documentation. In this chapter, the researcher is going to describe base on the research problems in the first chapter. This chapter is divided into two main part: Research result and discussion of research.

#### **A. Result**

In the result, the researcher is going to describe this chapter by using descriptive analysis of qualitative method. The researcher will present some data based on the data collection procedures that were used to collect the data by doing an interview, observation, and documentation. The researcher will describe about the implementation of cat and mouse game on students' English speaking skill of seventh grade at SMP Ma'arif 5 Pamekasan.

To obtain the data of the implementation of cat and mouse game in teaching speaking, the researcher conduct the observation in teaching and learning process at seventh grade of SMP Ma'arif 5 Pamekasan. Based on the result of observation and interview during teaching learning process which the researcher conducted the research start from 05<sup>th</sup> August 2020 – 02<sup>nd</sup> September 2020. There were four meetings in the process of research.

The first meeting was on 05<sup>th</sup> August 2020 and the material was greetings. The second meeting was on 12<sup>th</sup> August 2020 the material was introducing yourself. The third meeting was on 19<sup>th</sup> August 2020 and the material was asking and giving information. The fourth meeting was on 02<sup>nd</sup> September 2020 and the topic of lesson was telling time. In the class there were 12 Students that join the class. After the teaching learning process the researcher conducted interview with the students and the teacher.

The researcher found many information or findings of phenomena in the classroom about the implementation of cat and mouse game on students' English speaking skill of seventh grade at SMP Ma'arif 5 Pamekasan.

### **1. The Teacher Applies The Cat and Mouse Game on Students' English Speaking Skill of Seventh Grade At SMP Ma'arif 5 Pamekasan.**

The cat and mouse game used by the teacher in teaching learning process especially in teaching speaking. The researcher conducted four times observation started on 05<sup>th</sup> August 2020 – 02<sup>nd</sup> September 2020. The teacher applied the game step by step. The activities were same in every meeting, the differences only about the material taught by the teacher. The researcher entered to the classroom as an observer only without doing anything in the teaching learning process. The English teacher was Mrs. Fatim. On the first meeting the material was greeting. The second meeting was introducing yourself. The third meeting was asking and giving information and the last meeting was telling time. There were three steps in the implementation of cat and mouse game on students' speaking

skill at seventh grade of SMP Ma'arif 5 Pamekasan. They are Pre-teaching, whilst teaching, and post teaching. Each of them would like to be explained by the researcher as follow.

### **1. Pre Teaching**

- a) The teacher opened the class by said salam and greeted the students.

Teacher: Assalamu'alaikumwrwb

Students: waalaikumsalamwrwb

Teacher: good morning, students?

Students: good morning, mom?

Teacher: how are you today?

Students: I am fine, and you?

Teacher: I am fine too, thank you.

- b) The teacher asked the students to pray together  
 c) The teacher checked the students attendance list  
 d) The teacher gave motivation to students

The activities in pre teaching were same in every meeting. The teacher opened it by salam then prayed together and checked the class. The differences only in giving motivations, such as in the first meeting teacher asked the students to be consistent in learning either in the house or school. Another motivation she said how important education to your life.

## 1. Whilst Teaching

- a) The teacher explained material in short. In the first meeting the material was greeting, the second meeting was introducing yourself, the third meeting was asking and giving information, the fourth meeting was telling time. She also gave time to ask about the material. Look at the picture below:



- b) The teacher explained the steps to play cat and mouse game and gave the students time to ask about the how to play the game. The teacher just explained it in the first meeting. In the second meeting and so on she just asked the students that they still remember the game or not. If they forget the teacher explained it again in short.
- c) The teacher provided the questions' card about the material. Look at the picture below:



- d) The teacher made a circle and asked two students to be cat and mouse. Here the teacher asked the students randomly.
- e) The game was played, here the cat tried to catch the mouse, after he/she caught the mouse, the mouse took the questions' card and gave the card to cat, then cat asked the questions while the mouse answered the questions. Look at the picture below:



- f) While the game played the teacher supervised them and helped them if they had difficulties in answering the questions especially about vocabularies and pronunciation. If the students did wrong pronunciations the teacher corrected them. Look at the picture below:



g) The teacher also wrote down the vocabularies in the blackboard. Look at the picture below:



- h) The teacher chosen the other students to be cat and mouse again and they played the game as explained before.
- i) The teacher stopped the activity after all the students have tried to be cat and mouse, here the students told to the teacher about what they learned today.

The activities in whilst teaching were same step by step. The differences only about the material given to the students.

## 2. Post Teaching

- a) The teacher asked the students to write down the vocabularies on their book. Look at the picture below:



- b) The teacher gave conclusion and asked the students to pray together.
- c) The last one the teacher closed the class by greeting “Wassalamu’alaikumWr. Wb”

The activities were same in post teaching. The teacher asked to write down vocabularies and the material. She also gave conclusion and gave time to students to ask if they still do not understand about the material. Then closed the class by pray and salam.

The researcher observation in the teaching learning process of speaking class, the researcher founded that the teacher used mix languages between Indonesian and English. The teacher also required students to speak English more. Besides that, the teacher used cat and mouse game to teach the material. The teacher used that method to help students’ understanding on the topic in every meeting in which students can think, express, and comprehend the speaking

material. So it made the students study to speak English as well. It is proved by one of students' statement in the researcher interview, these are:

"Yes mrs. Fatim sometimes used cat and mouse game. By using the game in teaching learning process make me happy and enjoyable to study especially in English lesson in which I must able to speak English."<sup>1</sup>

Another statement said that:

"Yes, mrs Fatim usually used this game in teaching English. According to me this game can increase students' speaking ability because this game make students become active so that they are happy in learning English."

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Another statement said that:

"Yes, my English teacher used the cat and mouse game. I myself am happy with the use of that game because it can train bravery and our ability in English. By this method I know more about English lesson and I can understand with the material which is given by the teacher. "<sup>3</sup>

Another statement said that:

"Yes, my English teacher used the cat and mouse game, this game taught me to think long and act fast, this game also make students' interaction become more enjoyable."<sup>4</sup>

Another statement said that:

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<sup>1</sup>Interview with IntanMaulidia, student at the seventh grade, on Wednesday, 19 August 2020 at 11.30-12.30.

<sup>2</sup>Interview with Anis fitriah, student at the seventh grade, on Wednesday, 19 August 2020 at 11.30-12.30.

<sup>3</sup>Interview with Wulandari, student at the seventh grade, on Wednesday, 19 August 2020 at 11.30-12.30.

<sup>4</sup>Interview with Istianah, student at the seventh grade, on Wednesday, 19 August 2020 at 11.30-12.30.

"Yes, my english teacher mrs.Fatim used the cat and mouse game. With this game I feel my English speaking ability increase because this game not only train students to speak English but also I can listen my friend speak English and it can add my vocabularies." <sup>5</sup>

And the English teacher said that:

"Well, I usually used some methods in teaching English and one of them is sat and mouse game. I used some method in teaching English when I saw the students started to not be focus in learning English. I chose cat and mouse game because it was familiar game for students. They often played that game when they played with their friends, so I just combine it with the English material. It didn't need many preparations and long explanation. I just prepared the questions card as variety of the game. I applied the cat and mouse game by explaining first about this in short then I asked the students to make a circle. I also chose two students to be cat and mouse in turn. While the game was being played, I supervised and help them if they had difficulties in speaking English. I stop the game when all students have tried to be cat and mouse game." <sup>6</sup>

Based on the interview above, the researcher took conclusion that the teacher sometimes apply the cat and mouse game when she tough the students feel bored or not focus at the class especially in speaking class. The teaching learning process also run well because the students could do the speaking activities by asking and giving question to their friend based on the material which was given by the teacher.

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<sup>5</sup>Interview with Firlil Maulana, student at the seventh grade, on Wednesday, 19 August 2020 at 11.30-12.30.

<sup>6</sup>Interview with Mrs. Fatim, the English teacher at the seventh grade, on Wednesday, 19 August, 2020 at 12.30-13.00.

## **2. The Advantages of The Implementation of Cat and Mouse Game on Students' English Speaking Skill of Seventh Grade At SMP Ma'arif 5 Pamekasan.**

In this point, the researcher would like to discuss about the advantages of cat and mouse game on students' speaking skill of seventh grade at SMP Ma'arif 5 Pamekasan

Based on the researcher observations the advantages of cat and mouse game could make students more active and enjoyable in teaching learning process especially in speaking English. The students also was so happy and enthusiasm. This game could make students try to speak English and train to listen their friend speak English because all of students in the class would have chance to speak English.

As the researcher observations in the teaching learning process of speaking class, the researcher founded that this game has many advantages. Besides doing observation, the researcher also did interview to the students and also to the teacher, as written below:

The teacher states that:

"Many advantages that the students get from this method. The students can improved their speaking skill by try to speak up by making conversation with friends and also they learned by listen their friends when they speak. Besides that the students can add many new vocabularies. This game also made the class become more interactive and enjoyable."<sup>7</sup>

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<sup>7</sup>Interview with Mrs. Fatim, the English teacher at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

The students also stated:

“According to me the implementation of this game was very enjoyable for me and my friends because this game was not boring. This game also could help students to be brave in speaking English in front of many people.”<sup>8</sup>

Another statement said that:

“According to me playing while studying could make me more understand about the material given because by this game I and my friends became more active so that it made my speaking skill increase and be better.”<sup>9</sup>

One of students also said:

“This game made me happy to study because it was not monotonous like speech. I also was so enthusiasm because I could speak and listen directly how my friends speak English.”<sup>10</sup>

Based on the interviews above, the researcher took conclusion that cat and mouse game has many advantages for students to train their speaking skill.

### **3. The Disadvantages of The Implementation of Cat and Mouse Game on Students' English Speaking Skill of Seventh Grade At SMP Ma'arif 5 Pamekasan.**

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<sup>8</sup>Interview with Mega karismaputri, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>9</sup>Interview with Mohammad Andre, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>10</sup>Interview with Mohammad Akbar Firmansyah, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

Here, the researcher would like to discuss about the disadvantages of cat and mouse game on students' English speaking skill of seventh grade at SMP Ma'arif 5 Pamekasan.

From the researcher observations, he found the disadvantages of the implementation of cat and mouse game to the students who had low IQ and didn't have high enthusiasm in learning English. It means that some students got difficulties in the implementation of the game and also they were not motivated in learning English because of low enthusiasm. But the teacher and other students gave motivation and suggestion to them to learn English well. To help the students who have low IQ the teacher sometimes help them in correct the sentence and also write vocabularies what the students don't know. Look at the picture below:

As the researcher observation in the teaching learning process of speaking class, the researcher founded that students at low levels felt confused in speaking English but they still try to speak. The researcher also took interviews to the teacher and the students as written below:

The English teacher said that:

"This game also have disadvantages. I think the low level students still difficult to learn English although I used some methods. If the students didn't listen well about the material I have given they will confuse to play the game. This game is also so noisy and it can disturb another class."<sup>11</sup>

The student stated that:

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<sup>11</sup>Interview with Mrs. Fatim, the English teacher at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

“For me as stupid and shy student, I felt difficult to speak English although studying while playing.”<sup>12</sup>

Another statement said that:

“According to me I still could not and shy to speak English moreover speaking in front of my friends.”<sup>13</sup>

Another student also said:

“I felt not to comfortable when learning using cat and mouse game because it made the class crowded by the students who not seriously study so that it made me not focus to listen the teacher and my friend who speak English.”<sup>14</sup>

Based on the interviews above, the researcher took conclusion that cat and mouse game has disadvantages for students who have low levels and enthusiasms.

## **B. Discussion**

In this part, the researcher is going to discuss about what the researcher gets from analyze the research that has been done at the seventh grade of SMP Ma'arif 5 Pamekasan.

In this case, the researcher checked the validity of data using triangulation namely method triangulation because the researcher

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<sup>12</sup>Interview with Mohammad Yasir, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>13</sup>Interview with Raudatul Jannah, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>14</sup>Interview with Subaidahramadhani, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

compared the result of data that was found by observation, interview and documentation.

### **1. The Teacher Applies TheCat and Mouse Game on Students' English Speaking Skill of Seventh Grade At SMP Ma'arif 5 Pamekasan.**

From the data in result above, the researcher can answer the first problem of study that is "How does the teacher apply cat and mouse game on students' speaking skill at the seventh grade of SMP Ma'arif 5 Pamekasan?."

The teacher applied cat and mouse game in the teaching learning process especially in teaching speaking. She applied it step by step as same as according to Mulyani<sup>15</sup>

- a. The students make a big circle while hold on each other.
- b. The students as mouse is inside the circle, while the student as cat in outside the circle
- c. The cat should try to catch the mouse by break through the circle.
- d. If the cat success break the circle, so the mouse is given chance to escape by giving way go out from circle.
- e. If the cat is able to go out the circle, so the mouse is given a chance to enter the circle.
- f. When the mouse inside the circle or outside try to keep away from the cat.

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<sup>15</sup>Lisa Isnaini, *Permainan kucing dan tikus dapat meningkatkan kecerdasan kinestetik anak kelompok b*, Universitas Muhammadiyah Yogyakarta. Page. 7.

- g. The mouse is caught when the cat is able to touch the mouse.
- h. If the cat is able to catch the mouse, the mouse answers the question from the card he takes.
- i. Furthermore, the cat and mouse change by the other students.
- j. The game is over when all students have played as cat or mouse.

The use of game in teaching learning process was good for improving students skill such as speaking. Andrew stated Game is an activity which is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others.<sup>16</sup> It looked when the teacher said that she wanted to play game. The students looked interested. When the cat and mouse game was being played, the students were entertained. They laughed each other. This game also challenging because it made the students chase each other and force them to be confident to speak in front of their friends.

The cat and mouse game include good game. Hadfield stated the characteristics of good games are enjoyable, competitive, challenging, have rules, have player and organizer, easily comprehensible, and limited in time.<sup>17</sup> The researcher stated that the cat and mouse game is good because the students enjoy playing it. It challenging and competitive because the students compete each other when become a cat and mouse and challenge them in speaking in front of their friends. This game has

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<sup>16</sup>Andrew Wright at all, *Games For Language Learning*, (Cambridge: University Press, 2006), page. 1.

<sup>17</sup>HomisatulLaili, *The Implementation of Board Racing Game on Learning English Vocabulary at Eight Grage of MTs UmmulQuroPutriPlakpak* (Stain Pamekasan:Unpublished thesis 2012),page. 9-10.

rules and also easily understand by the students because they have played it in different condition.

There are statements from students about cat and mouse game, "Yes Mrs. Fatim sometimes used cat and mouse game. By using the game in teaching learning process make me happy and enjoyable to study especially in English lesson in which I must be able to speak English."<sup>18</sup>

Another one, "Yes, Mrs. Fatim usually used this game in teaching English. According to me this game can increase students' speaking ability because this game makes students become active so that they are happy in learning English."<sup>19</sup>

Based on the interview with the students about cat and mouse game which was used at seventh grade of SMP Ma'arif 5 Pamekasan, the teacher used cat and mouse game in teaching learning process. It shows that this game is very effective in teaching speaking. The students are enthusiastic and interested to learn English. It also makes the class active so the students enjoy learning and feel happy.

In addition the teacher said to the researcher that the teacher saw the conditions of students before applying cat and mouse game in teaching speaking. If the condition of the students is not possible, the English teacher gave motivation so that they can rebuild the spirit again. The English teacher also said the reason why she chose this technique because students can increase their speaking skill in playing the game. According

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<sup>18</sup>Interview with Intan Maulidia, student at the seventh grade, on Wednesday, 19 August 2020 at 11.30-12.30.

<sup>19</sup>Interview with Anis Fitriah, student at the seventh grade, on Wednesday, 19 August 2020 at 11.30-12.30.

to the teacher, she just needs question card and then she asked the students to play.

So by the used of this game the students were motivated to learn speaking subject because they can improve their ability well and comfortably.

The researcher found that the teacher used the cat and mouse game to deliver the material in speaking class deeply. The teacher applied the cat and mouse game very well because it was suitable with the procedure of the cat and mouse game.

## **2. The Advantages of The Implementation of Cat and Mouse Game on Students' English Speaking Skill of Seventh Grade At SMP Ma'arif 5 Pamekasan.**

Based on the observations and interviews the advantages of cat and mouse game are:

### **a. For a Teacher**

#### **1. Can Teach Speaking in Various Way**

Joni in Hamdani said a strategy is a procedure which is used to give conducive situation for students in achieving learning.<sup>20</sup> It relates with the teachers do in the class that implement some various methods such as cat and mouse game to make the teaching learning process success. It also becomes reference for the teacher in teaching English in order that she/he not always use speech to

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<sup>20</sup>Hamdani, *Strategy BelajarMengajar*, (Bandung: CV Pustaka Setia, 2011), page. 18.

deliver the material. Students said, "This game made me happy to study because it was not monotonous like speech. I also was so enthusiasm because I could speak and listen directly how my friends speak English."<sup>21</sup>It means that the teaching process can be done not only used speech that usually makes the students bored. Teacher can use other ways such as game in teaching the material.

## **2. Train Students to be Active and Confident**

To make students effective and efficient in learning, needed a lot of ways and tools in teaching learning process such as students view, teacher, situation of learning, learning program, learning facilities.<sup>22</sup> The implement of cat and mouse game is one of teacher's ways to make students active and confident because in this game the students are asked to speak up loudly. Besides that they learn how to speak in front of their friends. Teacher said, "Many advantages that the students get from this method. The students can improved their speaking skill by try to speak up by making conversation with friends and also they learned by listen their friends when they speak. Besides that the students can add many new vocabularies. This game also made the class become more interactive and enjoyable."<sup>23</sup>The good game can make students active such as cat and mouse game. It was proved in

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<sup>21</sup>Interview with Mohammad Akbar Firmansyah, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>22</sup>Hamdani, *Strategy BelajarMengajar*, (Bandung: CV Pustaka Setia, 2011),page. 48.

<sup>23</sup>Interview with mrs.Fatim, the English teacher at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

teaching and learning process where the students became more active and they tried to be confident every meeting.

## **b. For students**

### **1. Make Students Active and Enjoyable in Learning Speaking.**

Cat and mouse game can make students more active and enjoyable in the teaching learning process because in this case the students ask to be brave. Beside that the classroom management that used in this game is make a circle so it makes students easily to move here and there. The students have each role to be cat and mouse that make them dynamic in taking their responsibility. As Glasgow said students try to take bigger responsibility in the way of learning. They take dynamic role in deciding how and what will they know, what should they do, and how they will do it.<sup>24</sup>As students' statement, "According to me the implementation of this game was very enjoyable for me and my friends because this game was not boring. This game also could help students to be brave in speaking English in front of many people."<sup>25</sup>

### **2. Improve Students Speaking Ability**

One of characteristics of cooperative learning is the teacher help to develop students' skill on interpersonal groups.<sup>26</sup>Student said, "According to me playing while studying could make me more understand about the material given because by this game I and my

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<sup>24</sup>Hamdani, *Strategy BelajarMengajar*, (Bandung: CV Pustaka Setia, 2011), page. 109.

<sup>25</sup>Interview with Mega karismaputri, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>26</sup>Hamdani, *Strategy BelajarMengajar*, (Bandung: CV Pustaka Setia, 2011), page. 31.

friends became more active so that it made my speaking skill increase and be better."<sup>27</sup>It means that in teaching process the role of teacher is very needed to improve students' skill. In cat and mouse game, the teacher must supervise when game is played. Teacher also helps the students if they do not know how to say in English. so sooner or later the students will able to speak fluently and correctly because they will evaluate their mistake from the teacher correctness. As students stated, "Yes, my english teacher mrs.Fatim used the cat and mouse game. With this game I feel my English speaking ability increase because this game not only train students to speak English but also I can listen my friend speak English and it can add my vocabularies."<sup>28</sup>

### **3. Make Students Understand Easily What They Learn**

The purpose of cooperative learning is creating situation that is the success of individual is influenced by the success of group.<sup>29</sup>It means the students understanding of material is influenced by other students like in cat and mouse game the students not only train to speak up but they also listen their friend in speaking English. It helps them understand the material easily because their listen it many times from their friend.

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<sup>27</sup>Interview with Mohammad Andre, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>28</sup>Interview with Firlil Maulana, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>29</sup>Hamdani,*Strategy BelajarMengajar*, (Bandung: CV Pustaka Setia, 2011), page. 32.

Students said, "According to me playing while studying could make me more understand about the material given because by this game I and my friends became more active so that it made my speaking skill increase and be better."<sup>30</sup>The material easily understand by the students because they not only listen the material from the teacher but also they listen and practice directly from their friends.

#### **4. Increase Students Enthusiasm in Learning English**

The students' enthusiasm in learning English increase continually by the implement of cat and mouse game. It can be seen meeting to meeting in teaching learning process that the students more spirit to learn English especially speaking. Student said, "Yes, my English teacher used the cat and mouse game, this game taught me to think and act fast, this game also make students' interaction become more enjoyable."<sup>31</sup>The game made students to think and act fast so that their enthusiasm increase.

### **3. The Disadvantages of The Implementation of Cat and Mouse Game on Students' English Speaking Skill of Seventh Grade At SMP Ma'arif 5 Pamekasan.**

#### **a. For a Teacher**

##### **1. The Teacher Needs Extra Intention To Low IQ Students**

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<sup>30</sup>Interview with Mohammad Andre, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>31</sup>Interview with Istianah, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

The teacher is factor of intellectual imitation of students' ability and class' condition.<sup>32</sup> It means the active situation of class should be both of them, they are teacher and students. The teacher role is so important in increasing students' enthusiasm especially for low IQ students. The teacher must be able to manage well how to teach high IQ students and low IQ students. She said, "This game also have disadvantages. I think the low level students still difficult to learn English although I used some methods. If the students didn't listen well about the material I have given they will confuse to play the game. This game is also so noisy and it can disturb another class."<sup>33</sup>

## **b. For Students**

### **1) Lack of Enthusiasm To Low Levels Students**

The students with low enthusiasm are difficult to learn English especially speaking because in their mind have set that English is difficult. It makes them not interested to improve their skill such as speaking. When the teacher implements some methods such as cat and mouse game low level students cannot follow it well. "For me as stupid and shy student, I felt difficult to speak English although studying while playing."<sup>34</sup>To the students who have low enthusiasm will difficult in learning English. It can be known from

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<sup>32</sup>Hamdani, *Strategy BelajarMengajar*, (Bandung: CV Pustaka Setia, 2011), page. 52.

<sup>33</sup>Interview with mrs.Fatim, the English teacher at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

<sup>34</sup>Interview with Muhammad Y, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

that statement that student said that he was stupid. It showed that he did not believe with the ability before he tried to speak.

## **2) The Conditions of Students**

The conditions of students are very important in learning process. For them who feel shy and afraid they will difficult to comprehend the material. It also influences them when the teacher applies cat and mouse game in the class. They feel shy to speak up in front of their friends. "According to me I still could not and shy to speak English moreover speaking in front of my friends."<sup>35</sup> When the students do not believe with their ability, it is difficult for them to study the lesson. For example speaking, if they are shy and do not try to be confident they will difficulty in speaking English, so for the teacher it will be better if the teacher motivates students to not be shy first before play the game.

## **3) Capability of Students**

The students with low capability of material that had given by the teacher tend to avoid when the teacher ask them to speak up. It becomes problem for them because they will leave some material of speaking class if they still in that situation. Every meeting the teacher will give new material that the students should be master. "I felt not to comfortable when learning using cat and mouse game

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<sup>35</sup>Interview with Raudhatul Jannah, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.

because it made the class crowded by the students who not seriously study so that it made me not focus to listen the teacher and my friend who speak English.”<sup>36</sup>The capability of students also affects them in receiving the material. Low capability will more difficult in learning English.

The researcher found that the cat and mouse game at seventh grade of SMP Ma’arif 5 Pamekasan disadvantages for teacher and also for students which occurs on students with low levels, bad conditions, and low capability so they have difficulty in the learning process, especially in speaking class.

So based on data which is got in the classroom, the researcher explained the result based on the observation, interview and documentation to answer the research focus previous. That is the implementation of cat and mouse game at seventh grade of SMP Ma’arif 5 Pamekasan.

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<sup>36</sup>Interview with Subaidahramadhani, student at the seventh grade, on Wednesday, 02 September 2020 at 09.00-10.30.