

CHAPTER I

INTRODUCTION

A. Background of the Study

Understanding of common language can be expressed as a means by which humans communicate with each other, talk with one another, exchange opinions, etc. In general, language understanding is related to the culture and mindset of the community. So that language can be connected with everyone's mindset through their own verbal. From this language, there is a cultural heir inherited. There are 4 basic skills in learning English, there are listening, speaking, writing, and reading. By using games on mobile phones, students do not realize that they are honing one of the 4 basic skills in learning English that is speaking.

Speaking is very important for them to express their opinions and understandings, how they convey ideas, and how they spell each word to be spoken, in this case, student motivation and interest are needed to make their understanding process easier. Speaking is one of the languages that must be achieved in English lessons. On average, most students have difficulty speaking even though they have studied for years let alone use English. They don't know how to speak fluently. Several factors influence educators in providing learning to speak as limited practice. Consequently, educators gradually find difficulties in communicating with others in

responding.

Understanding of language is very important, because it can affect several factors including, learning motivation, interest in learning, and learning outcomes. One of the main focuses that will be investigated by researchers is learning outcomes that will affect student learning achievement.

Achievement is an award that is highly pursued by students in school, both in class and outside class achievement. Achievements achieved by students are certainly driven by a variety of things, such as examples of motivation to achieve it or study more actively than usual. Students who have achievements tend to be viewed more by the school and will make both parents proud of it.

Therefore, there are not a few students who wanted for achievement, but the lack of encouragement from various things makes achievement slowly or not achieved by the wishes of students. The achievements obtained will also affect the level of education that will be pursued further. For example, high achieving students want to register to enter high school or university. The certificate obtained from the achievements achieved will be a material consideration of these students to qualify for further education.

The facts at MAS PAB 1 Sampali when researcher did previous

research is that students have a very little achievement, as seen from the small number of trophies or certificates that are obtained by students who are usually displayed in the headmaster's office. Especially in English achievement which requires students to speak in English.

Many factors that exceed students' difficulty to communicate is the lack of a teacher's role in making it easy for students with models and media proper learning. Both factors vectors that have an effect students' speaking skills is the low vocabulary mastery, students are difficult in composing sentences well, and student incapacity develop thinking, habits use native mother tongue communicate, both in the school environment, family, and society, and also often the teachers use lecture techniques to explain teaching material.¹

The presence of media is important in several factors in the teaching and learning process because if the teacher has difficulty being able to convey the material properly, the use of media helps make it easier for teachers to deliver material to students (M.Idrus 2004). In line with M.Idrus, Romasta Naiborhu (2019) in his *Global Education Journal* said the improvement in speaking English in students could be improved through the role-playing method that students expected to practice practice communication with their environment.

¹ La Ode Muhammad Idrus Hamid B., (2014), Peningkatan Kemampuan Berbicara Bahasa Inggris Melalui Media Gambar Berseri, *Jurnal Pendidikan Bahasa dan Sastra*, 13(1), p.90

The advantage of using the experimental method that I will apply is that the material taught is more focused because at the beginning of the lesson the teacher explains the competencies to be achieved and the material briefly first. Then students catch the teaching material faster because the teacher shows a picture of the material being studied. By analyzing pictures can develop students' reasoning abilities in logical thinking. Whereas in the Conventional Method the teacher only relies on student worksheets and then explains based on the writing on the student worksheets, which will make students quickly feel bored because they only listen without any interaction between teacher and students.

Human advantages in terms of thinking and knowledge that result from the use of the potential of thinking and the use of the brain that is not accompanied by faith, will direct humans to manipulate, as the word of Allah in the letter

Al-Baqarah [2], Ayat 75:

﴿أَفَنظَمُونَ أَنْ يُؤْمِنُوا لَكُمْ وَقَدْ كَانَ فَرِيقٌ مِّنْهُمْ يَسْمَعُونَ
كَلِمَ اللَّهِ ثُمَّ يُحَرِّفُونَهُ مِنْ بَعْدِ مَا عَقَلُوهُ وَهُمْ
يَعْلَمُونَ﴾

Meaning : *“Apakah kamu masih mengharapkan mereka akan percaya kepadamu, Padahal segolongan dari mereka mendengar firman Allah, lalu mereka mengubahnya setelah mereka memahaminya, sedang mereka mengetahui”*

This states that the human brain is the source and core controller for all life activities in the realm of human psychology. The brain not only thinks consciously, but also thinks unconsciously. Unconscious thinking often happens to humans. When humans fall asleep and dream, then dreams are a form of unconscious thinking. The cognitive domain controlled by the brain is a wonderful gift from God. Without the ability to think, it is impossible for students to understand the lessons conveyed by the teacher and it will be difficult for him to capture the moral messages contained in each learning material being taught.

The experimental method is how to provide material to students in teaching and learning activities by applying experimental methods to prove themselves something that is learned (Sugihartono, 2007). In the implementation of the teaching and learning process using the experimental method, it is very demanding for students to participate actively, students are given the opportunity to find, analyze, prove and experience their own

objects, conditions, and conclude themselves about what they have learned.²

Meanwhile, according to (Gulo, 2008), the conventional learning method is a simple teaching model and the delivery of subject matter by direct oral explanation or explanation to students. Conventional learning methods include various methods, one of which is teacher-centered. This method is a lecture method that is often used by teachers in applying conventional methods.³

The reason the author wants to use a guessing and speculating game media is that the author's experience during carrying out previous research is the level of students' boredom in class when learning English increases when English teachers use conventional learning. However, when the writer uses games and media as a learning tool, the level of students' desire to learn increases and makes the classroom atmosphere effective.

Although there have been many studies that have examined the application of guessing images to student learning outcomes, there are still few researchers who do not pay attention to the right media for the situation of students. For example, there are researchers who study the

² Elfrida Farinita Pantas & Sumadi, (2016), Pengaruh Metode Eksperimen Dan Metode Demonstrasi Terhadap Prestasi Belajar Fisika Pokok Bahasan Listrik Dinamis, *Jurnal Ilmiah Pendidikan Fisika-COMPTON*, 3(1), p.89.

³ Ibid, p.90.

application of guessing images, but the media is based on applications on smartphones where some students do not have smartphones during the learning process.

Based on the explanation above, the researcher is interested in researching with the title "The Effect Of Using Guessing and Speculating Game with Pictures On Students' Achievement In Speaking".

B. Identification of The Study

Based on the explanation of the problem above, we can identify several problems related to students' achievement namely :

1. Conventional learning has been used too often
2. Students' learning motivation becomes down so that students are just lazin around during the teaching and learning process
3. The low learning achievement of students in speaking English
4. Action is needed to improve students' learning achievement.

C. Formulation of The Study

Based on the existing problems, the problematics of this study can be formulated as follows:

1. Does learning motivation affect students' speaking achievement in English?
2. Does interest in learning affect students' speaking achievement in English?
3. Does the use of guessing games and speculating with pictures affect student achievement in speaking?
4. Does conventional learning can be replaced with experimental method learning?

D. Objective of The Study

The objective of this study is to know there a significant effect of using Guessing and Speculating Games with Pictures on students' achievement methods in speaking.

E. Significance of The Study

The result of this study are expected :

1. To be input for the teacher in the teaching-learning process
2. To increase the desire to learn English on students
3. To improve student achievement in speaking skills
4. To provide significant information for English teachers especially in the usage of Guessing and Speculating Game with Pictures.

F. Limitation of The Study

In line with the problem of the study above, the focus of the research was on the teaching speaking using Guessing and Speculating Games with Pictures. The decision was taken by considering th

importance of game methods as one of the learning strategies that were useful to increase students' speaking achievement in English. The writer assumed that there should be some suitable methods. The researcher assumes that there must be some suitable method in teaching speaking that can motivate students to be confident in speaking using English so they can understand the information they provide.

