Chapter I

Introduction

Speaking must be mastered by students along with other skills. It helps student to communicate in a higher level. Students' ability for communication should produce a thousand words and express the idea. Speaking is a productive oral skill that consists of producing systematic verbal utterance to convey meaning (Nunan 2003, p.48). In other word, speaking is an important skill in our lives because it conveys our mind or ideas. Speaking can be used in learning and teaching for foreign language as well as expressing students' ideas orally. However, in mastering speaking skill, students must practice their skill in daily activity. In addition, the teacher should give students opportunity for practice speaking by giving more examples or activities to develop their communication with the other people.

Moreover, activities in daily life are necessary to enhance speaking for the foreign language learner. Teaching speaking English in junior high school is not an easy task for the teacher. The teacher is required to be creative and attractive in enhance students speaking ability. Due to the lack of vocabulary and lack of comprehension, students cannot speak fluently and being silence if the teacher asks them, it means that students are being passive during the learning process. This problem it always occur toward the junior high school students.

Based on researcher's observation in the SMP N 2 Lolayan there is a problem in teaching learning process which specifically goes to speaking skill. They often misunderstand about the material, due to the lack of vocabulary, lack of comprehension and wrong pronunciation. For example, teacher asks them about the material on the last meeting and they didn't know how to answer the question even though they know about the material on the last meeting. Further, the pronunciation when students read word on the text are based on Indonesia context, for example,

they say “cair” for chair “blackboard” for blackboard and “eraser” for eraser. Another phenomenon is when the teacher comes to the class the other students will go to the canteen and wait until the learning process ended. The attention and interest of students’ learning process are low because they are shy to speak in front of the class. Also, they cannot understand the material so they did not come to class. In fact, they have been learning the basic of English skills in the elementary and the first grade in junior high school.

In addition, enhance students’ creativity and motivation in the learning process are necessary to overcome on the problem. To build a fun and enjoyable learning process, teacher can design an interesting media, therefore, they will not get bored during the learning process. In coming to the idea this research offers simulation board that can be used to improve students’ speaking ability. According to C.-J. Wu, Chen and Huang, (2014,p.211-212), simulation board highlights the strong connection between a real-life reference game and knowledge. It uses simple game properties such as illustration cards and the text description as rule-book. Simulation board is a game that can be palyed by all students with group.

Playing the simulation board game is quite similar with playing the monopoly game, it is because there are a dice, token, cards and pictures. Yet, monopoly game uses monopoly’s money, while simulation board game uses card and the picture in the board. The students play based on a number on the dice that they get and take the cards based on the picture, then they have to answer the question on the cards. This simulation board game can increase students interest, motivation and retention in the learning process. Hence, Simulation board is selected because teacher can make it, in the home with the second tools. Moreover, the simulation board can teach some important social skills such as verbal communication, sharing, waiting, taking turns and interaction.

Several researchers have conducted studies regarding games as media to increase students' output in learning process. Sugimura, Tamari, Kitaguchi, Kawatsu, Oya, and Ono (n.d) were conducted serious game with the different level of education; there are for higher medical education and for junior high school education. With a different educational content on the same game, these result clarified that it can develop a serious game for those different level of education. It supported by Fung and Min (2016) who conducted the effects of board games on speaking ability in low proficiency ESL Learners. That research examines the anxiety level of polytechnic students when speaking English by using board games "what say You" on their speaking performance. The result shows that, students who are initially hesitant and passive became more willing to speak and able to present even justify their ideas more confidently. The other researcher is Suryani (2014) who conducted the research about using board game "snake and ladder" in teaching speaking at junior high school, this research explains about the advertisement by using board game as a media in learning speaking. The result of this research is the students' comprehension about the advertisement are good. Games are the activities that encourage the students to compete with one or more individuals. Moreover, game also can build togetherness in solving their own problem. Simulation board media have been practiced by the English teacher in SMP N 1 Karanganyar where simulation board media solved passive students in the class, but different with the simulation board media for this research, the board is design by the researcher itself, the pictures on the board are uses is the famous picture that students interest and the media uses card for giving an opinion or asking an opinion. Yet, for this game researcher give the punishment for the group that still have play just for one cycle. Then, for to punish them is the group that have play for 3 or 4 cycle. The punishment is singing in the class, storytelling, read the poem or dance. Thus, students can motivate to more play the game and

motivate students for being the winner. It can be seen that, students do the simulation while playing game in the group discussion, students' acts more active to answer the question on the card and motivate students to compete in other group or individually.

Additionally, all of the media games in the relevance of study above share a similarity with the simulation board. Simulation board makes it more interesting, fun, and enjoyable games in learning English. This is due to the results of using simulation board which is able to expose the communicating verbally and can create the students' opportunity to practice English in a real situation. Simulation board games seem to prepare students for the real world. In addition, the researcher assumed that media contribute a positive change towards students' speaking ability. The success of using media during the learning process can improve students' intensities with the effective way.

Based on the prior explanation, the researcher conducts this research in VIII grade at SMP N 2 Lolayan with the material based on the syllabus which is; Asking and Giving opinion. Therefore, it is appropriate for the researcher to provide "the application of simulation board as media for improving students' speaking skill, this research was conducted at VIII Grade students at SMP N 2 Lolayan".

Research Question

Based on the students' problem, the researcher offers a method for solving students' problem. Therefore, the research question on this research was "can the application of simulation board improve students speaking skill?"

The Aim of Research

To reach the aim of the research, the researcher creates an interesting and enjoyable media to make students more active, creative and inovatif in the class. Therefore, the researcher

applies simulation board media in solving students' problem. Moreover the aim of this research is to find out whether the applying of simulation board can improve students speaking skill.

The Significance of Research

There are several significances of this research. Firstly, for teachers, this research can develop learning process through simulation board media in junior high school, and as the consideration in increasing the effectiveness professional ability in learning. Hence, this research will be beneficial for the teacher because it becomes the problem solving in learning. Secondly, for students, this research can help students to be more motivated, creative and active during the learning process. It is useful for further study. Thirdly, the participant school of this research can increase the quality of learning in the school to achieve the purpose of learning. Then the other teachers can apply the media for every subject in the school. Fourthly, the researcher gets a lot of knowledge about the strategy in learning, particularly in applying a fun creative and effective media for students in the future.

The Scope of Research

This research can be conducted with all material of speaking skill or for another skill by using simulation board media. Yet, due to the time limit, this research is focus on improving students speaking ability with the material is giving and asking opinion sentence. This material based on the syllabus for eighth grade SMP N 2 Lolayan.