

THE USE OF GAMES IN ENGLISH TEACHING

*(A research conducted at the twelve grade of Madrasah Aliyah Al-Huda
Gorontalo, in the 2017/2018 Academic Years)*

S K R I P S I

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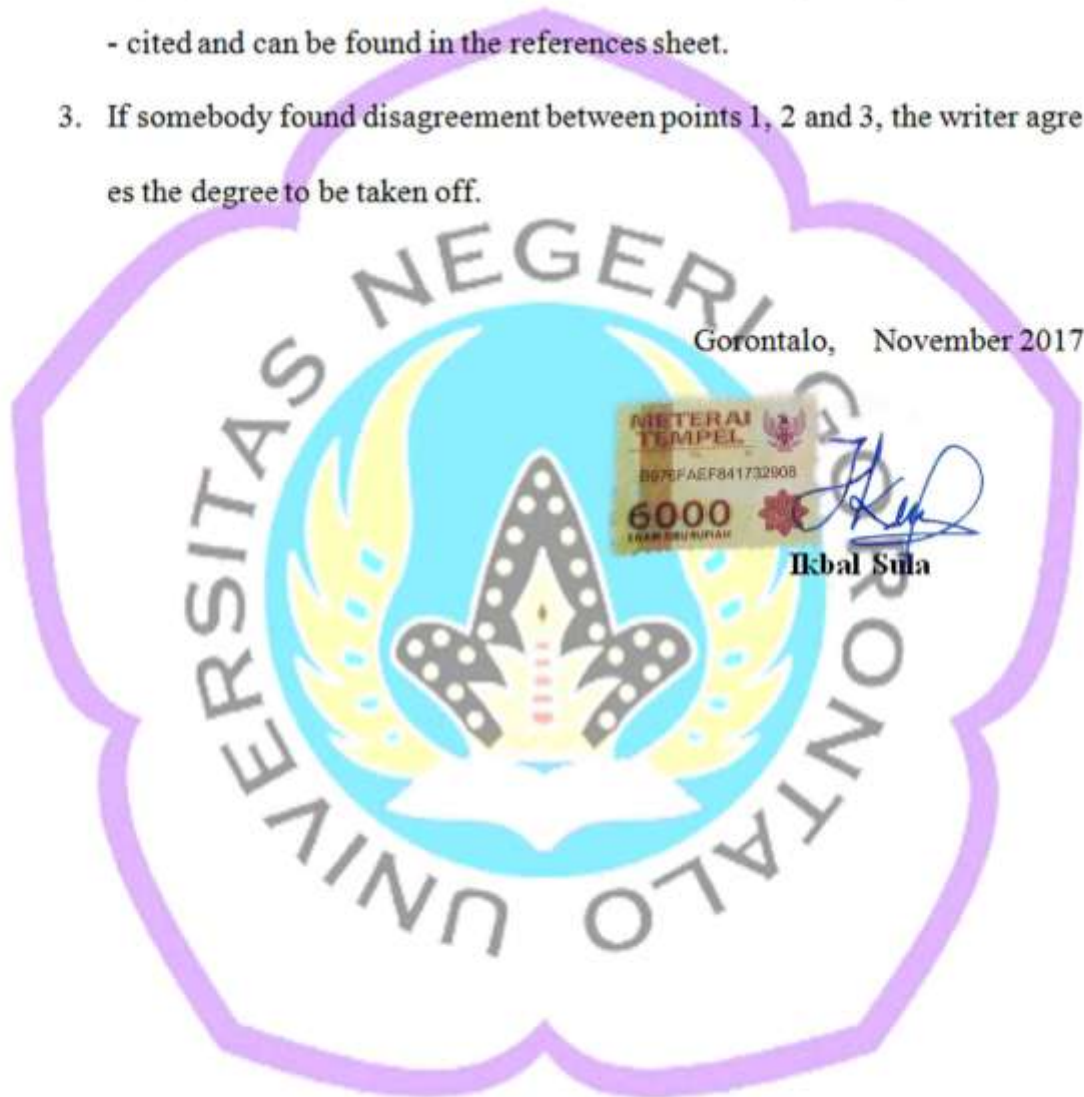
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Gorontalo, November 2017



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Abstract

Ikbal Sula. 321 410 008 *The Use Of Game In English Teaching at Madrasah Aliyah Al-Huda* Faculty of Letters and Culture. Universitas Negeri Gorontalo. Advisors: Sri Agrianti Mestari, S.Pd.,M.Ed TESOL and Rahmawaty Mamu, S.Pd, M.Pd.

This research aims to find out the use of games in English teaching in Madrasah Aliyah Al-Huda, the problem faced by the teacher in English teaching and the student opinion while learning game in English teaching. The primary data is taken from observation and interview conducted to the teachers and students in Madrasah Aliyah Al-Huda. The researcher uses observation and interview to collect the data. The data are analyzed after finding and classifying the specific information that contained the use of game in English teaching. The result of the research shows that the teacher used three kinds of games in teaching English, there were guessing word, who am I and whispering, the teacher found problems when teaching English there were lack of time and noisy during the lesson. Students opinion about games is good during the lesson and game increasing their skill while learning English using games in the class.

Keywords: use game, problem, opinion

Abstrak

Ikbal Sula. 321 410 008 *Penggunaan Permainan dalam Pengajaran Bahasa Inggris di Madrasah Aliyah Al-Huda*. Fakultas Sastra dan Budaya. Universitas Negeri Gorontalo. Pembimbing (1) Sri Agrianti Mestari, S.Pd.,M.Ed TESOL. Pembimbing (2) Rahmawaty Mamu, S.Pd, M.Pd.

Penelitian ini bertujuan untuk mengetahui kegunaan permainan dalam pengajaran bahasa Inggris di Madrasah Aliyah Al-Huda, masalah yang dihadapi oleh guru saat mengajar bahasa Inggris, dan opini para siswa saat menggunakan permainan dalam proses pengajaran bahasa Inggris. Data utama diambil dari observasi dan wawancara yang dilakukan kepada para guru dan siswa di Madrasah Aliyah Al-Huda. Peneliti menggunakan observasi dan wawancara untuk mengumpulkan data. Data dianalisa setelah menemukan dan mengklasifikasi informasi khusus yang terkait dengan penggunaan permainan dalam pengajaran bahasa Inggris. Hasil dari penelitian ini menunjukkan bahwa guru menggunakan tiga jenis permainan saat mengajar bahasa Inggris, diantaranya adalah permainan tebak kata, permainan siapa saya, dan permainan berbisik, guru menemukan permasalahan ketika mengajarkan bahasa Inggris, yakni kurangnya waktu yang ada untuk mengajar dan siswa yang selalu berisik saat pembelajaran. Opini para siswa amat baik terkait permainan-permainan yang ada selama pembelajaran berlangsung dan permainan pun dapat meningkatkan kemampuan mereka sambil mempelajari bahasa Inggris di dalam kelas.

Kata Kunci: kegunaan permainan, masalah, opini

