

CHAPTER I

INTRODUCTION

This chapter investigated about the background, research question, research objectives and significances of research.

Background

English has become the major language to communicate with the whole world. English is the main language used for International trade and academic study. In Indonesia, English is one of the subjects In High School and University. It is also has become one of the subject that should be passed by the students in national examination. Therefore, the significance of English cannot be ignored, because English is really important for the students.

The purpose of learning English for students is to be applied the language in the daily school communication, even outside the school. By mastering English, The High School students are expected to be able to take part in social life. In Senior High School, the teaching of English should emphasize the students to achieve high proficiency in four skills, i.e., listening, speaking, reading, and speaking.

Unfortunately, in real condition it is still difficult for teachers to encourage the students to learn English because of some reasons. The students failed to understand about English, and they cannot apply their ability in daily life. Some students do not like to learn English because they think English is too difficult to

learn and they cannot understand it. The other reason such as they are: the shyness of students in performing their ability, large students in a class, and practically the students are not exposed to hear and use English everywhere and all the time.

In learn English, the students have to know vocabulary because vocabulary is one of the basic to mastery English language. Using game is a good method how to memorize every single word and it is useful for student in Senior High School.

Thus, by considering this phenomenon, it is believed that this problem should be fixed and the research towards the vocabulary improvement should be attained. According to Byrne (1995, p. 172) the difficulties in mastering vocabularies can be solved towards several techniques. For instance, by reading a lot of books, by listening to songs, and games.

Teaching English to the students is not easy because English is not their mother tongue and it is a new thing for them. The interest of students in learning English is needed as the key to make them easier in mastering English itself. The teacher should have a good and an interesting technique to introduce English for them, so that the students will be interested and motivated to learn English. That thing becomes a big problem for the English teacher. The teachers are facing a big challenge to find strategies and ways so that the students can be active in learning English.

One of strategies that can be used by the teacher is using game in teaching and learning process. As we all know that students like play, so by using games as the teaching strategi, the students can be more interested to learn English. Games

are not only for fun but also for motivating students to master English fast and easily. Learning by doing is a good way to make them easy in understanding about English, because with doing fun activities by themselves, they will find it easy to remember and easy to learn about the material which is taught by the teacher.

The students do not like English because most of them difficult to understand the lesson that the teacher explain. Their opinion about English could be different than the teacher itself. Student reaction about English: Learn English is hard to understand because so many roles to face such as tenses, grammar and also when students study English writing and pronunciation is totally different. Students also do not interest to study because they did not know the meaning what the teacher say or command sentence in hand book. Using game in learning process is one of the best alternatives to increase student interest in study English.

Games are very useful for the children because using games can improve student skill. Student enjoy the lesson if the teacher using a good method and easy to remember. Game can create a good learning atmosphere, so the students will have a desire to learn English. It also can give the opportunity to the students to be active because they will practice directly. The students will enjoy because they are playing game in learning process. they easy to memorize and student enjoy the lesson when they think the teacher same as with them, Games are not only for fun but also for motivating students to master English fast and easily. Learning by doing is a good way to make them easy in understanding about English, because

with doing fun activities by themselves, they will find it easy to remember and easy to learn about the material which is taught by the teacher.

From this research, the researcher want to find out the games that the teacher use and how are the problems when they teach English in the class using game and how the students opinion about using game in teaching process. Based on the explanation above, the researcher is interest to conduct a research entitled “The use of games in English Teaching at MADRASAH ALIYAH ALHUDA”

Research Questions

The research questions of this research divide in three indicator. First, what games are used by the English Teacher in English Teaching? , Second what are the problem that faced by English Teacher in using games in English teaching? and the last is what are the students’ opinions toward the use of game?

Research Objectives

The objectives of this research are aim to :

- Describe games are used in English Teaching at Madrasah Aliyah Al-Huda
- Describe the problems faced by teachers in using games
- Describe the students’ opinion toward the use of games.

Significances of Research

Theoretical Significance

- The result of this study will inform to the teacher about the useful of games in English teaching and how important to use game in Senior High School.

Practical Significance

- This study will be useful for researcher to improve skill, knowledge, method and give them inspiration what the best strategies to make the students interested to learn English.