

CHAPTER I

INTRODUCTION

A. Background of the Study

Speaking in daily life is an important element in creating relationship. Since communication deals with oral interaction, speaking is necessary in communication. Brown and Yule (1999) state that in the production of speech each speaker needs to speak. He needs to speak individually and ideally. He needs someone to listen to him to speak and respond him. According to the statement, speaking is a process of producing and responding of a speech. People speak to utter their ideas to their interlocutor and respond in a conversation. English is nowadays becoming a requirement to speak with people around the world. For that reason, English is taught in many schools. The students are demanded to hold the four basic skills in learning a language, those are reading, writing, listening and speaking.

Curriculum 2013 (K-13) is curriculum that applies in the Indonesian Education System. This curriculum is a curriculum that is being implemented by the government to replace the 2006 curriculum (which is often referred to as the Education Unit Level Curriculum) which has been in force for approximately 6 years. The 2013 curriculum was included in its trial period in 2013 by turning several schools into pilot schools.

Curriculum 2013 uses a scientific approach which emphasizes dimensions modern pedagogic in learning. Scientific approach which is

expected to be the main foundation in development and development of attitudes, skills and student knowledge in the process work that meets scientific criteria. The objectives of the 2013 curriculum development according to the Ministry of Education and Culture are (Permendikbud No. 69 of 2013 concerning the Basic Arrangement and Structure of Curriculum for Senior High Schools/ Madrasah Aliyah): The aim of the 2013 curriculum is to set up Indonesia people to have the competence to live as individuals and faithful, productive citizens, creative, innovative and affective and capable to give to the life of community, nation, state and world civilization.

2013 curriculum which was years ago be new, invite to enthusiasm and optimism will reach better education. The scientific approach is fact-based approach or phenomenon that can be defined with certain logic or reasoning it is not approximate, imaginary or fairy tales (Kemendikbud, 2013). This approach includes : observing, ask, reason, try, and communicating (relationships) which occurs from knowledge learned. Learning through approach Scientific is a learning process which prioritizes the skills of participants students in constructing concepts through the stages of observing (to identify or find a problem), formulate the problem at the questioning stage, file or formulate hypothesis, collecting data with various techniques, analyzing data, draw conclusions and communicating that concept was found.

Learning with using a scientific approach the main factor is the factor skills of each individual students. Begins from acquiring, studying skills concept, convey and evaluate concepts. According to Wylie (Trisnaningtyas, 2010 : 2) there are several crucial skills children will need, including : listening skills, academic, working, as well communicate. This has a role full in learning is learners. If the full role given to students and teachers control the course of learning more interesting. This is in accordance with definition of the role playing technique. According to Nawawi

(Kartini, 2007 : 8) Role playing or playing a role is dramatize how to behave certain people in that position differentiate the role of each in an organization or group in society. Application in learning is students prosecuted must be ready to play the role which has been arranged by the teacher. As the case was revealed by Baroro (20011 : 2) Role playing technique can be improve skills in learn so as to improve learning outcomes. Learning with using the role playing technique and combined with the approach scientific is expected to overcome boredom of learners inside learning.

Build upon the syllabus of 2013 Curriculum at SMA of English subject. The senior high school's students have to be capable to practice their speaking in narrative, talking about self, congratulating and complimenting others, expressing intention, and giving announcement.

Therefore, understanding speaking is not enough. Students have to practice and active to speak. Moreover, speaking can facilitate students for better communication and interact with the world. Because English is the international language in this era. The growth of technology and the changes of life style also require the students to be skilled to speak English. The ability to speak in English also needed and important if they want to continue their study. Moreover, if they continue their study abroad. In accordance with the globalization and the changes of the life style, the students also need good speaking ability for their future in developing their career after graduate from their school or college.

Based on the interview with English teacher in SMA Negeri 1 Tahunan, the writers choose SMA Negeri 1 Tahunan because the students have difficulties in understanding and practice speaking skill. Students' problems are low ability in speaking, lack in getting the ideas of conversation, low considered of the important speaking as a habit and the technique was not appropriate to involve the active role of all students. Those

reasons make students are not interested in speaking activity. In making students interested in speaking and understand about the conversation, the writer need to help by giving an implementation of designing English game based on role play to improve students' speaking skill.

Based on the information above, the writer uses role play game technique, because speaking is not only understanding but also practice and activity. In mastering speaking skill, students must study three components of it, as well as pronunciation, grammar, and vocabulary. Speaking skills is one of facet in language skills that provides broad occasion for students to convey oral information directly. Speaking is language skill that used to communicate directly. In the sense between communicant and communicator meet and face to face with others (Tarigan, 1985: 3).

Meanwhile, Iskandar Wassid and Dadang Sunendar argued that speaking is a skill to convey messages through spoken language, in which there is a connection or interaction between the speaker, listener, the contents of the conversation, the means and media used. According to Dagher (1976: 1), speaking is a manner of communicating directly between the transmitter of information and the recipient of information directly. Speaking skills are the process of communicating directly that requires fluent pronunciation to convey information or ideas. For this reason, students are capable to show ideas, or opinions smoothly, it is necessary to practice speaking skills. In order to master speaking skills well, students need to be equipped with language elements, including vocabulary, grammar, speech or pronunciation, intonation and fluency. This is as revealed by Hagher that there are 5 main elements in the way of speaking, namely: a) pronunciation, b) intonation, c) vocabulary, d) grammar, e) fluency of speech (Sukaryati, 2011: 3).

Role play game is intended to be competent to solve the speaking problems and finally improved the students' speaking activity. Role play is classified as a great strategy to excite the students to speak up. Students are demand to create improvisation in the converse. In this situation, students are given chance to be more creative in using language. That goes with the theory of knowledge that a good learning is not only make students grind the materials. However, make them enthusiastic and creative to find more by themselves. Role play is approved to be a communicative language learning since students are actively get involved in conversations (Nunan, 2001: 84).

Therefore, the writer want to focus on designing a set of English speaking game based on the role play technique since the students have a problem in using English language communicatively. Role play is chosen as the technique to enhance the students' speaking skill since the students rarely have a chance to practice speaking and make dialog in English. In previous study, the researchers only used the role play technique manually without using any media to enhance the abilities of students' speaking skill. The researchers only asked students to play a role in the story and more like drama.

In this study, the role play which is used is a game in whom the students work in group and practice their speaking skill through the conversation among others. The writer uses a game card named Bondowoso as game media in role play. Bondowoso game is adapted from the werewolf game created by Dmitry Davidoff in 1987. The quintessence of the Werewolf game is then combined with role play and traditional Indonesian folklore, Bondowoso. So, students will play this Bondowoso game and act out the story that has been provided by the writer and determine who wins and who loses. Knowing the situation, the writer would like to design English speaking game

based on the role play technique to enhance the speaking skill of students. It is expected that the speaking game based on role play technique can improve students' speaking skill.

B. Identification of Research Problem

Based on the background and problems that arise, research problems can be identified as follows:

- a. The students have difficulties in understanding and practice speaking skill.
- b. Students' ability in speaking is low.
- c. Students lack in getting the ideas of conversation.
- d. Students are low considered of the importance speaking as a habit.
- e. The teacher's technique was not appropriate to involve the active role of all students.

C. Research Question of the Study

Based on the research background above, the writer states the problem of the study as follows.

- a. What English game is needed for SMA Negeri 1 Tahunan students?
- b. How is English game based on role play designed to improve students' speaking skill?
- c. How is students' improvement in speaking skill after being taught by using English game based on role play?

D. Objective of the Study

This study has the objectives. The objectives are to :

- a. Find out English game is needed for SMA Negeri 1 Tahunan students.
- b. Find out how to design an English game based on role play to improve students' speaking skill.

- c. Find out how students' speaking skill improvement after being taught using English game based on role play.

E. Significance of the Study

There are several benefits of conducting this study for several participants who are involved in this study.

1. Theoritically

This research is expected to give information about designing English game based on role play technique to improve students' speaking skill. This research can help to improve the speaking skill so can give the easy way to learn and practice speaking.

2. Practically

This research may give benefits for teachers, students, readers, and the researcher in the future. Here are the benefits of each of them :

a. Teachers

This study can give contribution for the SMA Negeri 1 Tahunans' English teachers to know about students' characteristics and how role play can be implemented to the students. By studying the problem which was faced by tenth grade of SMA Negeri 1 Tahunan, the teachers can know the difficulties in developing senior high school students' speaking skill. Then, the teacher can solve the problem.

b. Students

With this research, the researcher hopes that the students get comfortably in learning English and improve their speaking skill.

c. Researcher

This study may contribute ideas to help the future writers who are interested in this topic and area. This study can be their reference for better improvement of solving problems. This study expectedly may enrich their understanding in order to produce other studies.

