

CHAPTER 1

INTRODUCTION

English is becoming more and more important in Indonesia as it is use for different purposes, such as teaching, cultural and among others. In Indonesia, English is a foreign language which is taught in Elementary School, Junior High School, and Senior High School.

1.1 Background of the Study

Speaking is the one of the important parts in English skills that should be mastered by students besides reading, writing and listening. Speaking is the delivery of language through the mouth. To speak we create sounds using many parts of our body, including the lungs, vocal tract, vocal chords, tongue, teeth and lips. Speaking skill is the ability to do something well. Therefore, we can infer that speaking is the ability to express meaning in a pure voice. In short, the speaking skill is the ability to show the knowledge in actual communication. The ability functions to express our ideas, feeling, thoughts (Hornby. 1995: 826).

The functions of speaking skill are to express an idea, feelings, thought, and expressions spontaneously by orally. Speaking is probably the language skill that most language learners wish to perfect. Speaking have a closely relationship with listening. The students must be listen and then speak up, because speaking is not only remembering and memorizing the sentence in written but speaking is spontaneous to show the students idea. According to Chaney (1998:3), “speaking is the process of building and sharing meaning through the use of verbal and nonverbal symbols in a

variety of contexts. Speaking is a crucial part of second language learning and teaching.” It means students should be able to communicate with the others students and to express what they feel.

Teaching speaking is the activities to promote speaking in language teaching (Kayi, 2006:1). The goal of teaching speaking skills is to communicate efficiency. Teacher should be able to make students understand. The teacher should try to avoid mistake in the deliver idea due to faulty pronunciation, grammar, or vocabulary. (Burnkart. 1998:2). Teaching speaking, in conclusion, is the way for students to express the emotions, communicative, interact to other students in any situation, and influence the others. In teaching speaking it is necessary to have clear understanding involved.

On the other hand, technic of teaching have an important role in teaching learning process. Technic it is used by the teacher to make students enjoy in learning. The teacher must use the appropriate technic in teaching learning process that can make students easy to dare to speak. Game is one of technic of teaching that can make students feel enjoy in learning.

There are many games which can be used in teaching learning process. According to Costikyan, Greg (1994) A game is a form of art in which participants is termed players, the players make decisions in order to manage their creativity through game skills in the pursuit of a goal. Games are sometimes playing purely for entertainment, for fun and sometimes for achievement or reward as well. Students can be play alone, in teams, or online. One kind of game is Jenga Games. By Jenga Games, the teacher can mentally test the student to think strategically. As we know that in daily

life, students should familiar with Jenga Games.

Jenga is a game of physical skill created by British board game (Walsh, Tim 2004). Players take and remove one block at a time from a tower constructed of 54 blocks. Each block is remove by the players, then is placed on the top of the tower creating a progressively taller. Jenga Games is a kind of games for small and large group. Based on the explanation above, the researcher concludes that using daily game like Jenga Games can be useful media in mastering speaking ability for the students in senior high school because it can make the students' dare to speak out in answering some questions in the Jenga Games.

1.2 Statements of the Problem

In order to avoid any misinterpretation of the problem, the researcher would like to formulate the statement of the problem. The researcher wants to know whether teaching speaking using Jenga Games can be applied in teaching speaking:

1. How does the teacher implement teaching speaking using Jenga Games to senior high school Al-Fattah Sidoarjo?
2. How do the students' response the implementation of teaching speaking using Jenga Games?

1.3 Objective of the study

1. To describe the teacher implementation of teaching speaking using Jenga Games
2. To describe student responses of teaching speaking using Jenga Games

1.4 Significances of the study

1. For the student

The result of this study is expected to give them a valuable input about how to teach their speaking ability of English for mastering the language. It is important because one of the aims of teaching English in Indonesia is for communication by improving their speaking ability, they can interact in English each other on the context of study and daily social activities.

2. For the teacher

It is useful to give new knowledge of the further information to do better quality of English Education especially in teaching speaking.

1.5 Scope and Limitation

The scope of this study is first grade students of SMA Al-Fattah Sidoarjo 2019/2020 academic year. The researcher makes the analysis doesn't explain out of the topic and just only focused on speaking using Jenga Games

1.6 Assumption

Based on the background of the study above, the researcher assumption is the students can speak English fluently by using Jenga Games.

1.7 Definition of Key Terms

In the attempt to avoid misunderstanding, hence, definitions of related terms employed in this study are clearly illustrated as follows:

1. Speaking

According to Cameron (2001:40) speaking is the active use of language to express

meanings so that other people can make sense of them.

2. Jenga Games

Danforth (2015) Jenga Games is practice attention games as Jenga gram brain training could significantly increase alpha and beta frequency bands. Jenga game brain training could significantly improve cognitive performance healthy.

