

CHAPTER I

INTRODUCTION

This chapter presents background of the research, problem of the research, object of the research, operational definition, significance of the research and scope of the research.

1.1 Background of the Research

In learning English, speaking is an important skill to express ideas and to communicate with others. Improving students' speaking ability is part of teacher's job. To make the students have interest in teaching and learning speaking, the teacher should take the best approach, media, and strategies. As Harmer (2010:345) says "getting student to speak in class can sometimes be extremely easy. In a good class atmosphere ... students will often participate freely and enthusiastically if we give them a suitable topic and task".

Actually, learning spoken English as a foreign language is not as easy as we can imagine. Many students find speaking as one of the most difficult skills. Based on the preliminary study that was conducted by interviewing the English teacher and observing the eighth grade students in MTs Nurul Hikmah Bintoro, it indicated that many students still had difficulties in speaking. The students were not active in expressing their thoughts, opinions and ideas through speaking English. When they were asked by teacher to speak in front of the class, they would directly refuse it. Most of them were hesitant and unconfident to speak English in front of the class. There were many students showed less positive

participation in the class. The students listened to their teacher more than practice speaking in English. These made them difficult to speak because they are more passive during the teaching and learning process.

Considering the problem above, the teacher should be creative in motivating students to speak. The students need more interesting activities to stimulate them in speaking English. Using games will be an effective way to make students speak up and speak well because game is one of fun activities that can engage the students' active participation in speaking class. Games will make the students interested in the lesson.

Interactive game is one kind of several games that is effective to develop students' speaking ability. Previous study of Sanchez et al., (2007:64) state that interactive games are useful and suitable for fostering enhancing learning in English language classroom. One of the interactive games that teacher can apply in teaching speaking is talk fast game. Talk fast game is a kind of word play which has been integrated in many language classrooms. Students can play game and learning to speak English at the same time. Talk fast game is played in pairs on in a small group. Talk fast game focuses on language by describing and explaining an object. Preszler (2006:14) explains that talk fast game has many sets of category with a list of word fitting that category. One group gets one set of category. Teacher or members of the group divide who will be a "talker" and who will be "guessers". Every member of the group will have the same opportunity to talk and to guess about the word in the list of category

The game is implemented as a speaking activity in the English class. This game is functional to give equal opportunity for every student to speak up in the class. There is another game whose rules are similar to talk fast game, that is word hints gestures game. The rules of this game is the students must talk as fast as possible, usually one minute for some explanations in order to complete the task in the game cues. If the group can complete all of the category sets given by teacher earlier than other groups, they win that round. Therefore, this game which is categorized as an interactive game, may increase students' speaking ability because it will provides several words for students to learn and predict how to pronounce it at the same time (Sanchez, et al., 2007:65).

Based on the explanation above, this classroom action research will be conducted. It is entitled "The Use of Talk Fast Game to Improve the Eighth Grade Students' Speaking Ability at MTs Nurul Hikmah Bintoro in the Academic Year 2017/2018".

1.2 Problem of the Research

Based on the research background, the research problem is :

"How can talk fast game improve the eighth grade student's speaking ability at MTs Nurul Hikmah Bintoro in the academic year 2017/2018?"

1.3 Purpose of the Research

From the research problem above, the purpose of this research is to find out the use of Talk Fast Game can improve the eighth grade students' speaking ability at MTs Nurul Hikmah Bintoro in the academic year 2017/2018.

1.4 The Operational Definition of the Term

1 Speaking Ability

Speaking ability in this research means the ability to speak English measured by the score covering four elements, namely fluency, grammar, vocabulary, and pronunciation. It will be measured using the oral proficiency scoring categories by Brown (2004:172).

2. Talk Fast Game

Talk fast game is a word play that is played in small groups, where in this study there will be five people in a group. Teacher gives one category set for one group, then divides who will be a “talker” and who will be “guessers”. Every member of the group will have the same opportunity to talk and to guess about that category. The teacher will become a facilitator in the class where the students will be the center of the teaching and learning process.

1.5 The Significances of the Research

From the research in MTs Nurul Hikmah Bintoro, it is expected to be useful in terms of :

1. For the students

It assists them to solve their problems in speaking activity and it can help them to improve their speaking ability.

2. For the English Teacher

This research can provide contribution for the English teachers to apply some games dealing with teaching learning process especially in teaching speaking. Moreover, it will help English teachers avoid using monotonous activities in teaching and learning process.

3. For the Other Researches

Other researches can develop the research based on the result and use it as one of references to study about speaking ability in future research and its implementation in their research.

1.6 Scope of the Research

The scope of this research is to know how the use of Talk Fast Game to improve the eighth grade students' speaking ability at MTs Nurul Hikmah Bintoro in the academic year 2017/2018.

