

CHAPTER I

INTRODUCTION

A. Background of the Study

English is one of compulsory subjects in senior high schools, especially at SMKN 3 Kota Serang. In general, learning English at the Vocational High School level aims to communicate both orally and in writing at the intermediate level. In the end, it maximally supports the competence of the special areas of expertise possessed by students. Students are expected to be able to communicate skills and expertise in products in the form of goods and services to interested parties.

In fact, based on the result of interview in preliminary research conducted by researcher with one of the student, namely Aisyah (pseudonym), she reveals in detail about student's perception and problems in speaking. Based on the result of the interview with the student, the problem was found. The first problem was that the learning activities in the classroom were so repetitive and textbook centered.

When the teacher presented the information, students just listened and answered grammatical questions from the book, causing their reading abilities to deteriorate. Due to a lack of activities that allowed students to express their opinions, four skills in language acquisition were not properly

integrated. Furthermore, she also that the use of English as language of instruction was not optimal in the classroom. Both teacher and students were more frequently used Bahasa Indonesia. Only discussions of problems or tasks from books, which the teacher then translated, were conducted in English. As a result, some students didn't have opportunity to practice English.

Supported by the difficulties about, based on the classroom observation on March, 20th 2023, The researcher found some obstacles in speaking which faced by students in learning process. Those obstacles were: The first, when students speak English, They were lack of confidence because they cannot pronounce the words accurately and fluently. Second, they were not interested in the instructional material. Third, they lack vocabulary mastery. The last, they were afraid to have a conversations or practice English directly in the classroom.

Moreover, Tenth grade of Vocational High School must get it and create communicative dialect, whether verbal or written, whereas learning English to accomplish the components of the English crucial capacities (listening, speaking, reading, and writing). The purpose of teaching English Subjects in The current curriculum includes: (1) producing abilities communicate in that language both orally and in writing. Such capabilities includes listening, speaking, reading, and write (write); (2) Growing

awareness of the nature and importance of language English as a foreign language to become the main learning tool; (3) develop an understanding of the interrelationships between language and culture and extension Cultural rumba. Thus students have cross-cultural insights and engage in cultural diversity.¹

Likewise, grounded on the author's experience, she frequently set up some problems for the learners. The most frequent issues set up by the author on the students were first, they weren't interested in the material. Second, they lack vocabulary. Third, they only learn to speak English in class. Also, the last, they were hysterical to have a conversation using English in front of the course. Numerous Experimenters use the Role- play approach to deal with the issues and find it effective in teaching speaking experience. Role play is one method that can improve student's speaking skills.² The researcher of this study used the Simon Says Game (Role- play) that the experimenter assumes could fulfill the curriculum.

To overcome the students problems in learning English and drill students' speaking skills can be done through selecting effective learning strategies and/or sophisticated learning media. Therefore, one of the right methods to overcome this is the Simon Say Game method which is believed

¹Sagala, Saiful, *Administrasi Pendidikan Kontemporer*, (2020).

² Negara, I. N, *Literature Review: Why Use Roleplay Method in Teaching Speaking? Role-Play method*, library research, teaching speaking , (2021).

to improve students' speaking skills which has been done by previous researchers. Simon Says is a role- playing game that takes three or further players that one of them be instructed that called" Simon." Every player should do what Simon led. Even so, the one whose is Simon should be clear and not rambling. This game is tutoring every player. still, the author prodigies if this game could work at expression on warnings and asking opinion.

Based on the prior statments, by conducting this study, hopefully, students speaking skill can be enhance gradually by utilizing simon says game. Finally, the researcher believes that this study has an urgency to be examined more deeply because this study aims to measure the effectiveness of Simon Says in improving the speaking skills of grade Tenth students at SMKN 3 Kota Serang. Therefore, by conducting a quasi-experimental study, the effectiveness of this learning strategy will be revealed.

B. Identification of the Problem

Based on the previous background of the study. The students problem in speaking can be identified as follows :

1. The teacher tends to use old method in classroom.
2. Most student are demotivated to learn English.
3. The students feel less confident learning english.

4. Students cannot pronounce English words because of a lack of communication in English.

C. Limitation of the Problems

Due to the researcher has many limitation and encounters some difficulties in carrying out this study. So the main focus of this study is important on effectiveness of Simon Says Game for improving student's speaking skill.

D. Formulation of the Problems

Based on the research background prior, the researcher formulates three questions:

1. How is the Student's speaking skill before given treatment?
2. How is the Implementation of Simon Says in Improving students' speaking skills?
3. Is Simon Says effective for improving students' speaking skills?

E. Objective of the Study

1. To investigate the condition of student's speaking skill before given treatment
2. To explore how the implementation of Simon Says in improving student's speaking skill
3. To measure the effective for improving student's speaking skills

F. Significant of the Study

There are two significant of this study, namely theoretically and practically. On one hand, theoretically, this study is expected to give contribution in developing speaking theories and learning methodologies the vocational high school level.

On the other hand, practically this study hopefully will be beneficial for some parties such as teacher, students, and other reseachers. For teachers, this research can be used as a new teaching method to educate students in improving speaking skills. For students, this method can be used to help students improve their communication. And the last for researchers, I hope this research will be a learning material and a reference material within the scope of Simon's research.

G. Organization of Writing

This paper is divide into five chapters, which consist several points that describe the chapter.

Chapter I Introduction, it consist of Background of Research, Identification of Problem, Limitation of The Problem, Formulation of Problem, Objective of The Study, Significant of The Study and Organization of Writing.

Chapter II Thoretical of Foundation, it consist Definition of Speaking, The Objectives of Teaching Speaking, The Elements of Speaking, Speaking Assessment, Speaking Activities in the Classroom, Definition of Simon Says Game, Teaching Speaking using Simon Says Game, Procedure of Simon Says, Simon Says Movement, Previous of The Study and Hypothesis of The Research.

Chapter III Method of Research, it consist of Research Method, Place and Time of Research, Population and Sample, Research Instrument, The Tehnique of Data Collecting and The Tehnique of Data Analyzing.

Chapter IV Result and Discussion, it consist of Research Findings, Data Analyze, Hypothesis Testing and Discussion.

Chapter V Conclusion and Suggestion, it consist Conclusion and Suggestion.