

CHAPTER I

INTRODUCTION

A. BACKGROUND OF THE STUDY

Language has an important role in human life. It is used by humans to communicate with one another. Therefore, language is a communicative tool¹. We must know how to express what we feel, express our ideas and ideas to others. Because communication is important, then humans must learn how to communicate properly. Communication will be easy if the sender clearly communicates the information to the recipient and the recipient to understand the information provided. One of the important tools in communication among different groups of people from different parts of the world today is English.

Almost people around the world use English to communicate, it is commonly called English as an international language. In the modern era today, in Indonesia has occurred AEC or Asian Economic Community. In AEC itself, English has been announced as the official working language of the ASEAN since 2008², which is why Asian societies use English to communicate with other nation in various

¹ Charles F. Meyer, *Introducing English Linguistics*, (New York: Cambridge University Press, 2009), 16.

² *The ASEAN Charter*, (Jakarta: ASEAN Secretariat, 2008), 29.

sectors of life, such as education, economics, politics, technology, knowledge, and more. Therefore, one must understand and master English to gain broader knowledge, information, and technology.

In Indonesia, English is a foreign language that is generally taught in high school. English can be used as an introductory language in the learning process to support the language skills of learners³. And the one of basic skill in English is speaking. As the basic skill of language, speaking has an important role in aim to measure students' ability in studying language. According to Glenn Fulcher, speaking is the verbal use of language to communicate with others⁴. To communicate with other by oral language, we require an idea and creativity to speak up what our meaning.

However, based on observations in the VII-A grade of MTs Al-Khairiyah Pontang, researcher found that the speaking activity does not work in the class. Many students in the VII-A grade of MTs Al-Khairiyah Pontang don't want to try

³ Undang-Undang Republik Indonesia Nomor 20 Tahun 2003 Tentang Sistem Pendidikan Nasional Pasal 33.

⁴ Glenn Fulcher, *Teaching Second Language Speaking*, (New York:Pearson-Longman, 2003), 23.

to speaking in English. They don't speak more when they are asked to speak English. They also don't want to speak when teacher ask them speak in front of the class. It has many factors that caused less attention with their speaking. They are afraid of making mistakes, embarrassed, and having lack of vocabulary. The students also think that learning English is not interesting, it because the method or strategy that used by teacher is not attract students to focus on the lesson. Teacher used the conventional method or lecture to teach speaking to students. This can cause learners to be uninterested and unmotivated to learn it and not communicate in English.

From the problems above, researcher tries to do the research with a game. Because games provide motivation and a sense of playfulness that brain research indicates can enhance both learning and memory.⁵ Therefore, this research will use the teaching with Snakes and Ladders Game to improve students' speaking skill to help students more interest with the learning process and more confident to speak in English.

⁵ Eulis Rahmawati, *Teaching English to Young Learners: Principle and Strategies*, (Serang: 2012), 19.

B. IDENTIFICATION OF THE PROBLEM

Identification of the problems are:

1. Students feel bored when they learn English lesson.
2. Student confidence is low to practice speaking in English.
3. The teaching method is not appropriate on activities to practice speaking in English that's why students have low speaking in English.

C. LIMITATION OF THE PROBLEM

The limitation of the problem is one of the most important things for researcher in paper writing. It needs to be considered to avoid being big problem and help her stay focused on the research. From background of the study and identification of problem, this research focuses on how to improve students' speaking skill in English language learning by using Snakes and Ladders game. The reason why researcher chooses it is because the game is fun to do and allow students to communicate actively. Researcher believes that the game will provide opportunities for students to improve their speaking skill.

D. STATEMENT OF THE PROBLEM

Based on the background of the study above, the statement of the problem is “How is student’s speaking skill improved through the snakes and ladders games activity in the VII grade students of MTs Al-Khairiyah Pontang academic year of 2018-2019?”

E. THE AIMS OF THE STUDY

Related to the formulation of the problem, the objectives conducting this study is to know how students’ speaking skill improved through the snakes and ladders games media in the VII grade students of MTs Al-Khairiyah Pontang academic year of 2018-2019.

F. SIGNIFICANCE OF THE STUDY

The result of this study is expected to give some practical and theoretical significance:

1. Practical Significance

- a. The researcher expects that this study will improve students’ speaking skill through the snakes and ladders game in VII grade of MTs Al-Khairiyah Pontang academic year of 2018-2019.

- b. The researcher expects that this study will give reference in improving student's speaking skill in a fun way.
- c. The researcher expects that this study will give experience of teaching English through snakes and ladders games in improving students' speaking skill.

2. Theoretical Significance

Theoretically, this study provides beneficial and referential contribution to improve students' speaking skill through the snakes and ladders games.