

Hak Cipta Diindungi Undang-Undang

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## CHAPTER I INTRODUCTION

### A. Background of the Problem

Speaking is one of the language skills that should be mastered by students because it is a tool for communication in English. Khamkhien says in his journal of language teaching and research, speaking seems intuitively the most important because speaking includes all other skills of knowing that language (Khamkehien: 2010: 27). Based on what Khamkhien said, it is clear that speaking has relationship with other components of English, such as listening skill, grammar, fluency, and accuracy.

The relationship between speaking and other components of English, especially listening skill is discussed in another term called productive skill. Most speaking involves interaction with one or more participants. This means that effective speaking also involves a good deal of listening, an understanding of how the other participants are feeling, and a knowledge of how linguistically to take turns or allow others to do so. To make students participate and take turn each other in interaction, teacher needs to choose appropriate strategy. Teacher's strategy is one of the factors that can support students' ability in speaking. It is important for teacher to apply an appropriate strategy because strategy is necessary in teaching and learning process.



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The Vocational High School Pharmacy Ikasari Pekanbaru is one of Vocational High Schools in Pekanbaru City. It is located at Bangau Sakti street No. 98Panam.

There are three majors in this school are Chemical Pharmacy, Chemical Industry and Health Analysis. As a formal educational institution, this school offers English subject as the compulsory subject to the students. Based on School Based Curriculum (SBC) of Vocational High School, the students should be able to communicate using English up to three levels, novice, elementary and intermediate. Furthermore, The Passing Grade (PG) that students must reach is 72. The students should pass this grade.

Based on the researchers' observation and interview at Vocational High School Pharmacy Ikasari Pekanbaru with the English teacher on 11<sup>th</sup>September 2015, the researcher found some information. English in this school is taught once a week with time allotment is 3 X 45 minutes for one hour learning process. The teacher teaches the students of Vocational High School Pharmacy Ikasari Pekanbaru based on curriculum and syllabus. The teacher always teaches the students by using conventional or traditional method. This method is the teacher-centered method and includes the use of lectures and discussions while the problem solving element is presented by and or discussed with the instructor; the syllabus, the teaching materials and the student assessment are determined by the tutor and transmitted to students in various lectures. Thus, in this method the teacher is the transmitter of

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knowledge and the center of the teaching and learning process while the students are as the passive learners.

At the eleventh grade, the students are in the elementary level. In accordance with the School-Based Curriculum (SBC), the competency standard of teaching English at this level is that the students are expected to be able to:

1. Understand the daily conversation.
2. Write the simple messages in direct interaction and by using media.
3. Elaborate job tasks and the background of education in writing or speaking.
4. Telling the past and future activities.
5. Express some of the feelings and intents.
6. Understand the simple instructions.
7. Create short messages, instructions, and the list by choosing the appropriate words.

However, the researcher found that the students have difficulties in learning English, especially in speaking skill. The students have low motivation in speaking English. Actually, owning motivation is the power to master speaking. These are several phenomena that writer found in this school:

1. Some of students are not confident to speak English in front of class



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2. Some of students are confused how to pronounce the English word correctly.
3. Some of students have lack of vocabulary.
4. Some of students have problem in speaking fluency.
5. Some of students do not speak grammatically.

Based on the phenomena above, the researcher tries to implement a game, which is appropriate to help students to increase their motivation to speak English named Crazy Story game. Crazy story game is one of the alternative activities that can be used in speaking classroom. Crazy story game is an activity that contributes directly between teachers and students. Its purpose is to make students speak in class and creative (Etimedey: 2012: 239).

Based on the symptoms above, the researcher tries to implement an appropriate strategy to help students participate in classroom discussion and be able to convey their idea to others named *Crazy Story Game*. Crazy Story game is an activity that contributes directly between teachers and students. It can be used for any level. This is an activity that will make your students speak in class and creative. Then, game can stimulate the learners a relaxed atmosphere where they can speak in English without fear of being criticized. Based on the explanation above, the researcher is interested in carrying out a research entitled **The Effect of Using Crazy Story Game on Students' Speaking Ability at Vocational High School Pharmacy Ikasari Pekanbaru.**



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## B. Problem

### 1. Identification of the problem

In this research, the problems to be addressed dealing with the effect of using Crazy Story game on students' speaking ability at the eleventh grade of Vocational High School Pharmacy Ikasari Pekanbaru.

The problems are identified as follows:

- a. What are the students difficulties to express their idea in speaking activity?
- b. What makes some of students not use grammar correctly in speaking?
- c. What makes some of students not speak with appropriate word?
- d. What makes some of students not confident to speak English in front of class.
- e. What makes some of students have lack vocabularies?
- f. What makes some of students not confident to convey their idea?

### 2. The Limitation of the Problem

Based on the identification of the problem above, it shows that there are some problems in this research. It is important to limit the problems. The researcher focuses on students' problem in speaking ability especially on vocabulary, grammar, fluency, pronunciation and comprehension.

### 3. The Formulation of the Problem

Based on the limitation of the problem above, the researcher formulates the problem in the following research questions:



- a. How is the students' speaking ability taught by using Crazy Story Game?
- b. How is the students' speaking ability taught without using Crazy Story Game?
- c. Is there any significant difference of using Crazy Story Game on students' speaking ability?
- d. Is there any significant effect of using Crazy Story Game on students' speaking ability?

### C. Objectives and Significances of the Research

#### 1. Objectives of the Research

Based on the research questions above, the objective of this research is stated as follows:

- a. To find out the students' speaking ability taught by using Crazy Story Game at the eleventh grade of Vocational High School Pharmacy Ikasari Pekanbaru.
- b. To find out the students' speaking ability taught without using Crazy Story Game at the eleventh grade of Vocational High School Pharmacy Ikasari Pekanbaru.
- c. To find out whether there is or not a significant effect of using crazy story game on students' speaking ability at the eleventh grade of Vocational High School Pharmacy Ikasari Pekanbaru.

#### 2. Significance of the Research

There are several benefits of this research that are mentioned below.



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- a. This research is useful to the researcher in learning how to conduct the research.
- b. This research finding is also expected to be useful for students and teachers at Vocational High School Pharmacy Ikasari Pekanbaru.
- c. This research finding expected to be informative for those who are concerned in the fird of language teaching and learning in general.
- d. To be references for other next researchers those have the same problem as the researcher.

### E. Definition of the Term

To avoid misunderstanding of some terms in this research, the researcher provides definition of the terms that is included in this research as follows.

#### 1. Effect

According to Bull in oxford's dictionary (2008: 143), Effect is change that somebody or something causes in somebody or something else. It means that in this research effect is an activity that can change caused by something. However, the term of effect in this research is referring to the implication of two different variables, independent and dependent variable. Furthermore, according to Cohen, (2007: 55), independent variable is a variable which as influence or affect, whereas a dependent variable is a variable which affected.



In addition Torky (2006: 30) said that effect is the ability to achieve desired goals and outcomes. It is defined operationally in this study as the ability of the proposed task-based program in the light of the cognitive approach to develop eleventh gradestudents' overall speaking and its different subskills. In this research, effect is expected to give implication to two different variables, effect of using Crazy Story Game on speaking ability.

## 2. Crazy Story Game

Crazy Story game is a game that is applied in classroom for teaching speaking, According to Etimady (2012: 239), Crazy Story Game is an activity that contributes directly between teachers and students. It can be used for any level. This activity will make your students speak in class and creative. It means that this game is very appropriate to develop and improve speaking ability. In this research, crazy story game as independent variable will improve students' speaking ability.

## 3. Speaking Ability

According to Hasibuan and Ansyari (2007: 101), speaking ability is the measure of knowing language which involves mechanics (pronunciation, grammar, and vocabulary), Function (transaction and interaction), Social cultural rules and norms (turn-taking, rate of speech, length of pauses between speakers and relative rules of participant). In this research, this term means that how students share their ideas in spoken language. The speaking ability in this study means that the





speaking ability in classroom at the eleventh grade students of State Vocational High School Pharmacy Ikasari Pekanbaru. Speaking ability is as dependent variable which is influenced by Crazy Story game.

## F. Reason for Choosing the Title

There are several reasons why the researcher thinks it is a need to conduct this research. Those are as follows:

1. The title of this research is relevant to the researcher status as a student of English education department.
2. Other previous researchers do not investigate the problems of this research yet.
3. The location of the research facilitates the researcher in conducting the research.