

## CHAPTER I

### INTRODUCTION

#### A. Background of Study

Teaching reading is more complex than reading, especially when teaching students from minorities communities. Teaching equitably requires educators to integrate their knowledge of skills involved in reading, assisting students to find out to read, and everyday sociocultural practices and identities of readers”. This implies that educators combine their knowledge of what skills exist in reading (Jensen, 2021). In narrated by Muslim no. 1017:

مَنْ سَنَّ فِي الْإِسْلَامِ سُنَّةً حَسَنَةً فَعَمِلَ بِهَا بَعْدَهُ كُتِبَ لَهُ مِثْلُ أَجْرِ مَنْ عَمِلَ بِهَا وَلَا يَنْقُصُ مِنْ أَجُورِهِمْ شَيْءٌ  
وَمَنْ سَنَّ فِي الْإِسْلَامِ سُنَّةً سَيِّئَةً فَعَمِلَ بِهَا بَعْدَهُ كُتِبَ عَلَيْهِ مِثْلُ وَزْرِ مَنْ عَمِلَ بِهَا وَلَا يَنْقُصُ مِنْ أَوْزَارِهِمْ  
شَيْءٌ

Based on narrated above, the knowledge we already have will be better if we use it again to teach those in need. In teaching reading, there have three important factors to success of teaching reading: syllabus, students, and teachers. The syllabus contains instructional objectives, teaching materials, methodology, and evaluation procedures. The teacher selects the teaching materials and who is responsible for the design, implementation, and evaluation of the teaching program. Learners are those who are learning English. Attitudes, intelligence, motivation, goals, learning needs, learning experiences, all of these affect students in learning English (Solikhah, 2018).

Teaching skills have an important role in educational settings and this depends on the skills used, and the techniques have adopted by the teacher inside and outside the classroom. The basic criteria of good teaching are its focus on the content or a subject matter, a proper methodology and the art of a delivery. Good teaching also aims at fostering/ nurturing the creativity and curiosity of the learners and helps them to delve deep into their mind, so that they ask questions (as cited in Biswas, 2020).

Teaching skills and knowledge have undergone rapid changes with major changes in technology, one in every of which we will desire today where learning and teaching use virtual-based methods. Virtual classroom is an internet learning environment which can be web-based and accessed through a portal or software-base and need a downloadable executable file. It allows participant to speak with each other and consider their presentations. The most characteristics of virtual classroom are unlimited learning, easily accessible, affordable, flexible as the necessity and time of the learner, practical and proven” (Ferriman, 2012).

In general, high school reading teaching has been more traditional, such as face-to-face reading, then translating and understanding the text. During this pandemic period, most teachers were constrained in learning reading itself because they had to present reading in the form of sending scripts to students. This has an impact on learning that is less fluent and less focused in

understanding the text given in reading. Teachers have more difficulties when students are told to read not everything they can do.

Another problem is faced by students are less motivated in learning reading so that when they study students are often lazy and less enthusiastic in learning reading so that it makes them less focused in learning reading and as a result they do not understand learning reading itself. In addition, students still do not understand when learning to read during a pandemic, especially during a pandemic by learning to read online at this time.

Apart from being constrained by the network or text that is not understood by students and cannot be asked directly like face to face, so that reading learning becomes ineffective, especially what is carried out at Ukhuwah Islamic Senior High School Banjarmasin.

One of the teaching media that can be used in virtual learning is *Quizizz*. *Quizizz* application is a learning media in the form of a quiz game that makes it easier for teachers to see the development of students' reading skills (Basuki & Hidayati, 2019). *Quizizz* is a game-based educational application that allows many students to use it in teaching and learning activities in the classroom and makes the class active and fun. *Quizizz* can foster student interest in learning so that it can provide a sense of responsibility for what they learn. In the learning process by using this application, teacher can invite students to discuss, ask questions, provide direction, express opinions, and convey information to

students so that the learning provided can be delivered properly and clearly (Fadhilawati, 2021).

The research will conduct in Senior High School. *Quizizz* application was chosen because the researcher want to know how the teacher implement the *Quizizz* application in teaching reading virtual.

Based on the phenomena explain above, the researcher interest to conduct a study entitle: **“The Use of *Quizizz* Application in Teaching Reading Virtual at Senior High School”**

## **B. Research Questions**

Based on the background above, researcher proposes a statement of the issues below:

1. How does the teacher implement *Quizizz* application in teaching reading virtual?
2. What is the problems of teacher to implement *Quizizz* application in teaching reading virtual?

## **C. Objectives of Study**

Based on the statement of the problem above, the objectives of the research are:

1. To know the teacher implement *Quizizz* application in teaching reading virtual.

2. To know the problems of teacher to implement *Quizizz* application in teaching reading virtual.

#### **D. Significance of Study**

The researcher expects this study will contribute and very useful for the readers. Since this study describe how the teacher implement *Quizizz* in teaching reading virtual, readers will understand more about the important students' need to applied in teaching reading virtual.

Problem during teaching reading virtual also being another topics in this study. The teacher will also know commons problem in implementing *Quizizz* application. That is why the researcher hope all readers after read this study will avoid the problem in implementing *Quizizz* application and doing a better teaching reading virtual.

#### **E. Definition of Key Terms**

1. *Quizizz* is one of the few learning applications that allows to cultivate interactive quiz games in classroom learning. Consists of four answer choices including the correct answer and can add an image to the background of a question.
2. Teaching reading virtual is a spelling activity that is expected to get information from text, books, articles or discourse form of direct communication without meeting for real, only as real as described through internet intermediaries.