

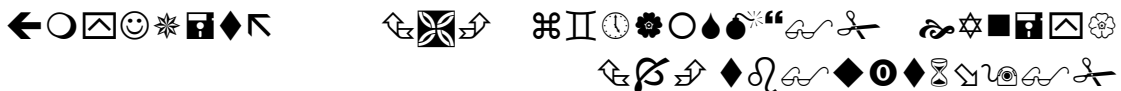
CHAPTER I

INTRODUCTION

A. Background of Study

Language is the basic media for human to communicate with each other. It is impossible for human to communicate without language. According to Pyles and Algeo in Norwahyuni thesis (2011:2) define “the language as the system of conventional vocal sign by means of which human being communicate. Either it is spoken or written, it is used by the people to communicate each other”.

In Islam, The God created the language with the human birth as the reward.. It is the media for human to communicate each other. Such us said in the holy Qur`an surah Ar-Rahman verse 2-3 about the role of language in human life;



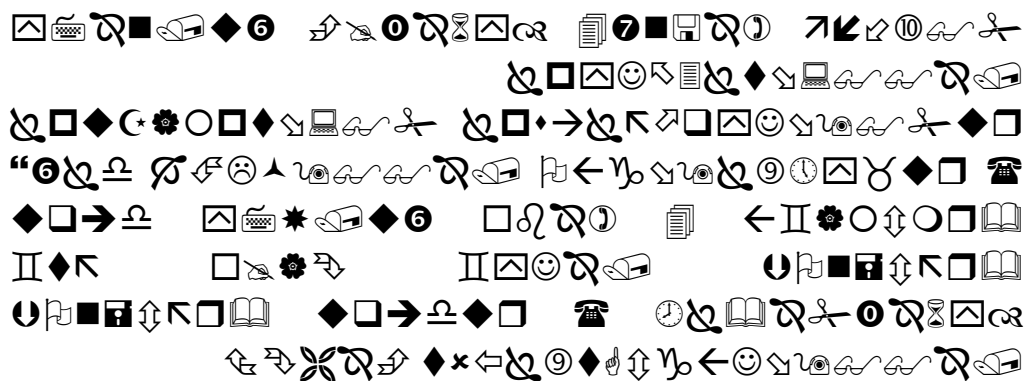
The verse above tells us that God has created people with language as the acquisition which has function to fill the needed and goal of human life. One of the needs is speaking. We need language to speak; we need language to teach and others. And we also need language to teach the language itself.

In the world, there are many kinds of language that used by people for communicating. One of those languages is English Language. English language has function as the language world now. It is way English language is though in many countries at school now, included in Indonesia.

In education world, there are four skills in learning English language. They are listening skill, reading skill, speaking skill and the last writing skill. Every skill has different definition and function in life. And the speaking skill is the skill that will be discuss in this research.

Speaking skill is the ability to express something in life situation. Speaking skill is the ability to report acts, sequence of ideas or situation in spoken way. In teaching field, speaking skill also tough in the classroom. A successful teaching speaking depends on interactive communication between the teacher and the student or the students with others in the classroom.

To support the successful of teaching speaking skill, the teacher can use the game to make the students have fun during teaching learning process. Such as explained in the Holy Al Qur`an Surah An-Nahal ayah 125 about the effective method in teaching.



The verse above tell us that in teaching we have to be wise, always thinking the every factor that has relating to teaching and learning process. Such as the subject, object, the media, the tools of teaching learning, and also the teaching environment. As well as the game, it is also can be the

consideration for the teacher as the teaching method to help the students in learning process.

The term of game can be explained as a medium for the teacher to make his student not bore in learning and make to easier in understanding the material. In language game, there are some kinds of game. They are accuracy-focused games (language control), fluency-focused games (communication), competitive games, and cooperative games.

Competitive game is game played by someone or group which have goal to be the first winner. Such as Sukma said in his thesis, competitive games are the game which played by race with other players or other team to be the first to reach the goal. In this research, the writer conducts a research by using the competitive game in teaching speaking skill.

Based on the explanation above, researcher interested in conducting a research which entitled **THE EFFECTIVENESS OF USING COMPETITIVE GAME IN TEACHING SPEAKING SKILL FOR ELEVENTH GRADE STUDENTS AT MA IRTIQAIYAH ACADEMIC YEAR 2017/2018.**

The writer interests to conduct this research because want to know how the significant influence of competitive game when used in teaching language in the classroom. What the result will be very different with the usual game or the usual teaching method which often used by the teacher at classroom. Then, the writer chose the MA Irtiqaiyah as the research place because the writer had done PPL in there two month. During do PPL 2 there, writer had found that

students at eleventh grade still have problem in speaking. It is way the writer takes the speaking skill to complete the research topic which was been conducted there.

There was also previous study written by Sukma, the student of Malang University entitled “Applying competitive games in teaching adverb of manner”. The similarity between Sukma study and the research that conducted by the writer was same in using the competitive game in teaching language. But, there was any different of research object. Sukma used the Coin Flick Game and How Do I do as the competitive and game, and used the adverb of manner as the topic of the research while the writer used the ABG (Advice Board Game) as the competitive game and used the speaking skill as the object of the research.

Other previous study which has similar with this research was written by Fitriana, entitled “Improving the Speaking Skills through Guessing Games of the Seventh Grade Students of SMP Muhammadiyah I Seyegan Yogyakarta in the Academic year of 2012/2013”. The similarity between Fitriana study and the research that conducted by the writer was same in the topic in using game for speaking skill field. But there was also any difference between the games used in the research. Fitriana used the guessing games in her research while the writer used the competitive game by applying the Advice board game (ABG) in the research.

B. Problem Statement

Based on the background above the writer interested to conduct a research based on this question: “Do the students who are taught by using competitive game in teaching speaking skill achieve better than the students who are taught without competitive game”

C. Objective of Study

The objective of this research is to know what students who taught by using competitive game in teaching speaking are get better achievement than the students who are taught without competitive game.

D. Hypothesis

Based on the statement of the problems that presented by the writer, the research hypothesis are stated follows:

1. Alternative Hypothesis (Ha)

There is a significant difference achievement between the students who are taught by using the competitive game in teaching speaking skill and the students who are taught without competitive game at grade eleventh of MA Irtiqaiyah.

2. Null Hypothesis (Ho)

There is no significant difference achievement between the students who are taught by using the competitive game in teaching speaking skill and the students who are taught without competitive game at grade eleventh of MA Irtiqaiyah.

E. Significance of Study

There are some expected benefits to achieve from this study. They can be described as follows:

1. As information materials for teachers in using this competitive game so that can increase learning and teaching system, especially teaching and learning speaking.
2. As information materials and input for students
 - a. To increase their skill, motivation, and interest in learning English.
 - b. To increase activeness of students in learning speaking.
 - c. Students are not bored and get easier in learning
 - d. To increase learning English achievement especially in speaking skill.
3. As information materials and consideration for school innovation system teaching, quantity and quality acceleration of education.
4. For the future researchers, this study can be a source to conduct further research relevant to the problem.
5. Adding the literary source of UIN Antasari library.

F. Definition of Key Terms.

1. Competitive games

Competitive game is a game which played by race with other players or other team to be the first to reach the goal which has almost same meaning with cooperative games that has definition as game played by the players or teams which work together towards a common goal.

2. Speaking skill

Speaking skill is the ability to express something in life situation.

Speaking skill is the ability to report acts, sequence of ideas or situation in spoken way.