

CHAPTER I

INTRODUCTION

A. Background of Study

In this modern era, people are demanded to have more than one language to communicate around the world. Language is as a tool for communication takes an important role in daily activities. Without communication, people will be left behind. Communication is a bridge to get information, knowledge, and culture between civilizations to the other civilization. Allah Almighty created different language for human, as Allah said in the Holy Koran, Ar-Rum verse 22:

In this context, the content of the Holy Qur'an in the verse Ar-Rum : 22 is about there are variations of language which is created by Allah in the world. Every nation and tribe has different language. As the result, people have to learn more than one language to communicate around the world, because language is one of the important factors which can to tight the relationship and create the understanding for human. Language is the foundation for all cooperation for human. Language is very important for life, so language must be learned, which is language for communication in the world.

As we know, there is one language which use as international language and use all of the people to communicate in the world, it is English. Indonesia as a developing country has realized that English as International

language is needed to be mastered by Indonesian people. As an International language, English is very important to be learned, and English has many interrelationship with various aspects of life owned by human being. English is an International language which is used in many fields of life such as in education, tourism, politic, technology, laws, business, etc. English also has very important position and become popular since it is as a foreign language in Indonesia. It has been studied from some elementary schools until university. Although it is a foreign language, the students have to master that language in order to develop their skills and reach their dreams in the future. Thus, every school should contribute the best strategy, method, and media which used in English class to help students master this language.

There are some factors to mastery English as foreign language, such as age, motivation, and condition of them. One factor is about age. Mastery English as foreign language for Indonesian people can be learned from the early age, it is call young learner. There are some theories about learning English in young age from some experts, one of them is Dr Bambang Kaswanti Purwo, he said that children has golden age in 6 until 12 ages, it is very ideal to learn foreign language. In this age, the brain of the children is flexible, so that the process of taking language is easier. Based on the theory, age gives the influence to the successful of learning English as foreign language. So, teacher needs to attend and consider about the age for learning English as foreign language in early age, and in Indonesia there are some

elementary school still learning English until now. One of the schools is SDN Pemurus Dalam 5 Banjarmasin.

Learning English is not something easy for Indonesian children although this language is taught from early age, because English is a second language for Indonesian children to be learned. Another problem to learn English is the children itself. Children have special characteristics, one of the characteristics is that children have limited attention span, unless activities are extremely engaging can make them easily getting bored. Teacher has to create the creative and interest learning process. Creative and interest learning process can be created by using media and play games in the class room. So that, to handle this problem, researcher need to know what media and game that students like which close of them. And then, the media will be used to assist and handle the problem in learning English in the class room. In Islamic doctrine, there is verse of Qur'an which explain about using media in teaching and learning process as Allah said in chapter the Holy Koran, Al-'Alaq verse one to five:

أَقْرَأْ بِأَسْمِ رَبِّكَ الَّذِي خَلَقَ ۝ خَلَقَ الْإِنْسَانَ مِنْ عَلَقٍ ۝ أَلَمْ يَكُنْ الْأَكْرَمُ ۝

الَّذِي عَلَّمَ بِالْقَلَمِ ۝ عَلَّمَ الْإِنْسَانَ مَا لَمْ يَعْلَمْ ۝

The word “pen” in fourth verse as indicates that Allah command human to use media in the learning process. Media helps learner to get knowledge easily. Media helps learner to get knowledge enjoyable.

The word of “media” derived from Latin, and it is plural from “medium” its mean message accompanier from sender to saver of message. So that, it stimulus thought, feeling, and interest of the student to make learning process is maximal. Media can be used to handle boring situation for student. If the student interested in learning, they will enjoy their learning process. Visual media create the optimal situation for their physic and mental. The important thing is media can motivate students to develop their skill like vocabulary, grammar, listening, speaking, reading, and writing. Media, arbiterally can be categorized become 5 categorizes, visual (picture, video, magazine, dictionary, map, calendar), audio (music, tape recorder, radio, poetry), audio-visual (television, LCD, computer, notebook, laptop), virtual (internet, website, e-mail, chatting, messaging, e-newsgroup, cybernews) (Departemen Pendidikan, 2005:14).

Since student in elementary school have special characteristic, teacher have to have many different and creative ways to teach them, teacher can use those media and play it as a game to gain the student’s attention. So, the purposes of learning English can be reached.

As have been stated in the previous discussion, teacher can use many ways to gain students’ enthusiasm, one of them is by using media and play it as a game. Playing game is one of children’s habits, that are why, applying it

on learning English is suitable since it can make the students interested in the lesson. Game can be used in any part of the lesson. It can be the beginning as a brainstorming activity, in the middle part of the lesson or in the end of the lesson to evaluate the result of learning process. There are many games that can be used to teach English, one of them is Snake and Ladder game as pictorial media. Snake and ladder game is chosen because snake and ladder game is traditional game which all of children in Indonesia know how to play it. So, this game is close with children and it helps the children learning English easily. Based on the explanation above, researcher interested in researching **The Effectiveness of Using Snake and Ladder Game as Pictorial Media in English Class of SDN Pemurus Dalam 5 Banjarmasin.** Then this research is focus on whether or not snake and ladder game would give effectiveness to the student's achievement in learning English at English class.

B. Statement of The Problem

The main problems of this research are:

1. What is the result of the students' achievement who taught English by using snake and ladder game as pictorial media?
2. What is the result of the students' achievement who taught English without using snake and ladder game as pictorial media?

C. Objective of the Study

There are two purposes of this study:

1. To find out the result of teaching-learning process in experimental class.
2. To find out the result of teaching-learning process in controlling class.

D. Scope of Study

1. The subject of this research is the fifth grade students of SDN Pemurus Dalam 5 Banjarmasin.
2. This research is focused on the students' achievement in learning English by using snake and ladder game as pictorial media in the fifth grade students of SDN Pemurus Dalam 5 Banjarmasin.

E. Significance of the Study

1. The result of this research is expected to be useful for the teacher. The teacher can use this game in teaching English.
2. It can give input to the students to improve and learn English easily by using snake and ladder game as pictorial media.

F. Hypothesis

There are two hypotheses in this research:

1. Null Hypothesis (Ho)

There is no significant difference in students' achievement in learning English between students who are taught by using snake and ladder game as pictorial media and students who are taught without using snake and ladder game as pictorial media in fifth grade of SDN Pemurus Dalam 5 Banjarmasin.

2. Alternative Hypothesis (Ha)

There is any significant difference in students' achievement in learning English between students who are taught by using snake and ladder game as pictorial media and students who are taught without snake and ladder game as pictorial media in fifth grade of SDN Pemurus Dalam 5 Banjarmasin.

G. Definition of Key Term

1. English Class

English class is a class with teaching and learning about English as foreign language. Teaching and learning in this context is about teaching and learning English for young learner level at fifth grade of SDN Pemurus Dalam 5 Banjarmasin. In this level, young learner usually learning about vocabulary as basic knowledge to learned.

2. Snake and Ladder

Snake and Ladder is individual picture which kind of pictorial media. Pictorial media means any program, object, etc. that uses the iconic language to transmit its message and which is useful in the classroom. Snake and ladder has some pictures related to vocabulary of English and question boxes on the board. It is played between two or more players on a game board having number, gridded squares. A number of snakes and ladders are connecting two specific board squares.