CHAPTER I

INTRODUCTION

1.1 Background of the problem

Speaking is a process to convey and sharing ideas and feelings orally. By speaking, people are able to know what kinds of situations the world. People who have ability in speaking was better in sending and receiving information or message to another. According to (Chaney, 1998, p. 13) speaking is the process of building and sharing meaning through the uses of verbal and non verbal symbol in various contexts. Speaking is "the process of building and sharing meaning through the use of verbal and non-verbal symbols, in a variety of contexts.

Based on the writer teaching experience, particularly in teaching speaking, she found that the students have problem to speak English, even she has done some effort to improve students speaking. The writer observed students at SMK TARUNA PEKANBARU and found that the students speaking in classroom was very poor.Eventhe teacher had produced some statement to stimulate them to speak, but most of them just kept silent. They are usually afraid in joining foreign language classes. They may feel unmotivated, discouraged easily. Their mindsets that foreign language is difficult to learn because most of them know nothing from the start. Usually, students know nothing how to express what they want to say.

Furthermore, there were only 1-3 students using English actively during the teaching and learning process. There were 5 students who were able to give responses in English to the teacher's question although they did not use their English if the teacher did not start to speak to them. Furthermore, the researcher interviewed some students in order to find out their problems in speaking. Based on the result of the interview, the researcher found that there were some factors why they did not want to speak English.

First, they have lack of vocabularies. The vocabulary is usually used by the learners as one of their reasons not to speak in English. These students said that they did not know what to say because they don't have too much of vocabulary and had difficultiesin using new vocabularies in a sentence.The other reasons are; they also scared to use wrong or inappropriate words in speaking, they forget the words that they want to say,they put too much consideretion in grammatical understanding before speaking in English. As a result when the students produce incorrect sentence, other learner laughed. It can reduce their confidence to speak due to the worries of producing ungrammatical sentence. In short, one of the learner's problems in speaking is using the vocabulary in speaking. They are too worried about how to choose appropriate vocabulary and use correct grammar.

Second problem is about the students' pronunciation and fluency in speaking English was still poor. They found it difficult to pronounce English words because the pronunciation is often different from the words. Mispronunciation can lead the

misunderstanding among the speakers and the listeners. Consequently, it is important for them to able to know the right pronunciation of the words.

The third problem is the opportunity to speak English. Most of the students did not have enough opportunities to practice speaking, so they are passive in joining the lesson. Therefore, if students do not learn how to speak or do not get any opportunities to speak in the language classroom, they may soon lose their interest in learning English. This leads to the third problem, which is the students' motivation in learning English. They have low motivation to practice English either with the English teacher or friends. When the teacher asks them to practice with their friends, they tend to use Indonesian language or they just keep silent.

Finally, the researcher decide to apply Guessing game during the teaching and learning activities, especially in teaching speaking, because with this game suitable with characteristic of SMK student's. According to Case, the guessing game is a game in which the object is to guess some kinds of information, such as: a word, a phrase, a title, and the location object. It means that the researcher was try to make students interesting and motivated to speak English. So, it is hoped to stimulate the student to speak and develop their idea in speaking.

Moreover, the benefits of using guessing games are as follows; firstly, it is a potential activity to give student feeling of freedom to express themselves because they do activities with their friends and their community,secondly, it is potentially useful to encourage student to interact each other orally and give more opportunities to student to make turns in speaking during the time allocated as well as they have

much chance to speak among them. This game is also easy to admires and flexible in term of subject matter and design. It can improve and develop their communicative skill. Due to the benefits above, the researcher believes by applying this strategy, the studentswas change some mistaken in learning of speaking.

An improvement of the students' speaking skill was expected after implementing the stategy. They, as the results, would be able to speak English by considering the indicators of speaking skill. In brief, a classroom action research was needed to be conducted entitled "Using Guessing Games to Improve Students'Speaking Skill At the First Year Teknik Komputer Jaringan (TKJ) of SMK TARUNA PEKANBARU.

1.2 Identification of the Problem

Related to the facts above, several factors can be identified as causes of students' poor speaking skill. Firstly, they don't have too much of vacabulary. Students always feel confused what they want to speak and how to express their idea. Sometimes, students only know some vocabularies they always hear and this is make their always difficult to speak.

Secondly, they are not confident to speak English and beause the classroom activities do not support them to speak English. Students trying to speak in front of the class, if the students make a mistake about pronounce, for other students this is a joke. Thirdly, they are have difficult to speak English. Most of the students did not have enough chance to practice, so they are passive in joining speaking in the class.

1.3 Limitation of the problem

Based on the identification of the problems above, there are some problemsthat influenced the students' skill at SMK TARUNA PEKANBARU. One of the problem is classroom activities that do not support the students to speak Englih. Therefore, the researcher would limit this problem on the use of appropriate activities to improve the students' speaking skill in English. Guessing games was applied in this study to solve the problem of the students' speaking skill because this strategy gives the students more chance to speak and also have fun to express their idea.

It means that the students are hoped to have better learning situation through guessing game because they was work with partner who make them more enjoy during the teaching and learning process.In this research the researcher focus on indicators of speaking to be improve such as : pronouncation, grammar, vocabulary, fluency, and comprehension.

1.4 Formulation of the Problem

Based on the above identification and limitation of the problem, the problem of this research can be formulated in the following questions:

1. To what extent can guessing game improve students' speaking skill at first year at SMK TARUNA PEKANBARU?

2. What factors influence the changes of the student's speaking skill by using guessing games at the first year at SMK TARUNA PEKANBARU?

1.5 Purpose of the Research

The purposes of this research are:

1. To know improvement on students' speaking skill by using guessing games at first year at SMK TARUNA PEKANBARU

2. To find out the factors that influence students' speaking skill by using guessing game at at first year at SMK TARUNA PEKANBARU.

1.6 Significance of the Research.

Hopefully, after conducting this research, the writer would like to get the following contributions as the significance of this study:

1. The research was give significant contribution to the class where the students have the same problem to communicate in English.

2. The researcher expects that this research can also give ideas to other English teacher who has the same problem in facing their student in teaching English.

3. The researcher hopes that this research result could be applied for whoever loves teaching and learning English particularly speaking.

1.7 Definition of Key Terms

In this research there are some terms that must be defined in order to help the readers understanding them when they are reading this research papers. The terms are as follows:

1. Speaking skill means the active use of language to express meaning and the ability in using language orally through sound to present information and produce ideas.

2. Guessing game is a technique in which a person or participant knows something and other want to figure out of the thing, and also guessing is an estimate based on little or no information.