

ABSTRACT

Triyanto Wahyu Saputra. (2022). Using Language Games to Teaching English to Students in English Village of Parit Baru. Main Supervisor: Dr. Aunurrahman, M.Pd, Assistant Supervisor : Sahrawi, M.Pd.

This qualitative research was conducted to determine the implementation of the use of language games in teaching English in the English Village of Parit Baru. The subjects of this study were active fifth grade students in the English Village of Parit Baru. The sample was selected using purposeful sampling. Data collection techniques used in this study were field notes and documents. Field notes as a tool for collecting data, this is considered important so that the standard criteria for reporting qualitative research encourage researchers to include a statement of collection of field notes in the manuscript information that supports research. The data was analyzed by thematic analysis.

The results of data analysis show that the function of language games for tutors in the English learning process is one of the complements for teacher learning to students in addition to textbooks. Student learning outcomes after the application of the use of language games in the teaching and learning process are very good and help in the English learning process. Language games can help improve students' English speaking skill.

Keywords: *Teaching English, Language Games , English Village of Parit Baru.*