CHAPTER I

INTRODUCTION

A. Research Background

Speaking is one of significant skills in English which is a key in English communication. People can carry out conversations with others, give the ideas and exchange the information with others. Fulcher (2003:23) says that speaking is a communication process where someone uses the language verbally.

Speaking is a skill which is still difficult for students. It also happens to the grade eight students' of SMP KEMALA BHAYANGKARI in Academic Year 2015/2016 Kubu Raya. Based on the pre-observation when the researcher carried out teaching practice to the students of class VIII C of SMP KEMALA BHAYANGKARI KUBU RAYA. The researcher found that most of students have low ability in speaking. The grade eight students do not know how to pronoun words appropriately, use grammar correctly, and speak fluently.

Furthermore, most of the students get stuck and do not know what they want to say. Then, they do many mistakes in speaking like grammatical mistakes and poor vocabularies. Next, they use Indonesian language for several words. Then, they pronounce words incorrectly and so many pause when they are speaking. In addition, they are lack of motivation in speaking because the teacher just teaches them by using, asking and answering questions. Therefore, the students are not enthusiastic and bored in speaking English.

Based on the problems above, the researcher attempts to apply *PAIKEM* Through Guessing Game. *PAIKEM* Through Guessing Game can make student active,creative,effective and joyfull learning as in teaching speaking in order to help students to speak fluently and accurately. If the students are not interested in the lesson, very difficult to make them understand the lesson, therefore the teacher should always be aware that the lack of interest would make the teacher fail in teaching. English teachers have to create an interesting atmosphere in teaching learning process because student's ability of learning English depends on their previous experience, and how the teacher attracts their feeling and interest.

Above all, the students do not be afraid to speak English. The students must try to speak, even make mistakes. The students cannot learn without mistakes. So, speak English as much as possible! Many methods are used in *PAKEM* through Guessing Game there are teacher talk method, discussion method, demonstration method, role-play method, and stimulus method. Beside that *PAIKEM* Through Guessing Game use many source and media include environment to make learning become interesting, fun and effective. The reseacheruses *PAIKEM* Through Guessing Game as a way to make classroom activity more fun, and interesting to for practicing speaking.

Inoperative pleasant, challenging, motivating educative participant for active participant and also give room which enough to initiative, creativities, and independence as according to talent, enthusiasm, and growth of psychological physical and also educative participant," The mentioned

represent base that teacher requiring to carry out active learning creative effective, and joyful learning.

Based on the explanation above, the researcher carry out the research under title : Improving Students' Speaking Skill To The Grade Eight Students By Using *PAIKEM* Through Guessing Game in SMP Kemala Bhayangkari in Academic Year 2015/2016.

B. Research Question

Based on background above, the problem of this research can thus be formulated by the researcher in question bellow:

"How can *PAIKEM* Through Guessing Game improve speaking skill at the eight grade at class VIII C students of SMP KEMALA BHAYANGKARI Kubu Raya in academic year 2016/2017?

C. Research Purpose

Based on the problem above, the purposes of this research are:

To find out how can *PAIKEM* Through Guessing Game improve students' speaking skill at the eight grade at class VIII C students of SMP KEMALA BHAYANGKARI in academic year 2015/2016..

D. Research Benefits

The researcher hopes that this research will have the benefits as follow:

1. For English teachers, this research can give additional knowledge and experience on how to improve the students' English speaking skill.

2. For students, the use of PAIKEM Through Guessing Game enables them to improve their English speaking skills in order to be able to communicate in English orally.

3. For other researchers who conduct the same research, the result of the research is expected to be a reference and contribute more information to solve the same problem.

E. Scope of research

1. Research Variable

   In order to carry out the research, the reseacherhas to state the scope of this research on defining the research variable clearly. Burns (2000: 125) states, "A variable is a characteristic that can take on more than one value among members of sample or population, it something that varies". In addition, Sugiyono (2013: 38) says that variable is all circumstances, factors, condition, behaviours and actions that can be learned so that we can get the information about all, then taking conclusion from it. Kerlinger in Singh (2006) says that variable is a property that takes on different value. In this research, the reseacherused two variables; they are the students speaking ability and *PAIKEM* through guessing game.

2. Terminology

To avoid misunderstanding and misinterpretation of the terms are used in this research, the researcher provide here are terminologies which are concerned in this research:

a. Speaking skill is ability to transferring one's feeling and idea orally by using target language.

b. *PAIKEM* Through Guessing Game is used in a classroom action activity which gives the students opportunity to practice the language.

c. Eight grade students of SMP Kemala Bhayangkari Kubu Raya in academic year 2015/2016.

F. Action Hypothesis

Since this research was action research, so the researcher needs to formulate an action hypothesis. Action Hypothesis is a hypothesis that specifies immediate actions that could be taken to solve the problem in action research. According to Ker linger in Cohen (2000), action hypothesis is one of great importance in scientist. Action hypothesis is an intelligent and logical expectation about the possible differences, relationships, causes, and solutions toward the research problem being formulated by the researcher. Hypothesis is a prediction to a research question. Kothari (2004: 184) defines action hypothesis is a formal question that intends to resolve.

In this research, since it is an action research, so the researcher formulates an action hypothesis. Action Hypothesis is a hypothesis that

specifies immediate actions that could be taken to solve the problem in action research. The action hypothesis of this research was *PAIKEM* through guessing game could improve the students' speaking ability on the grade eight students' of SMP Kemala Bhayangkari in academic year 2015/2016.