

CHAPTER I

INTRODUCTION

1.1. Background of Study

In Indonesia, English is the first foreign language which is taught from elementary school up to university level. Students have to know many types of grammar structure in order to communicate appropriately. They also have to produce correct pronunciation, intonation and stress. Meanwhile Indonesian as our native language does not have as much as structure like English. Moreover, students have already been surrounded by their mother tongue and spoken it since they are childhood.

English teacher has to be a facilitator to help students in order to master all skills. He/she must try to give good model. Then, encourage them to practice the language. English teacher can use media and other source in teaching activity. He/she can use games to teach or explain difficult material to understand, or to make learn activity cheerful and not monotonous.

In this study, researcher wants to try to solve the problem about how difficult to improve students' interest to acquire English course material in the class, especially grammar.¹ There is a suggestion in the education world that students get problem to acquire theoretical English material such as grammar, if it is practiced by lecture method only. Because this method causes them bored, sleepy, and sometimes feel hard to understand teacher's explanation. It can be caused by unclear teacher's sentences or student's inattentive in listening teacher's explanation, so the student is left for the information from his teacher. In the fact, we often find that teacher who uses speech method often gets his/her students less show their interest to follow teaching-learning process. Some of them are sometimes blank, sleepy (more over sleep), or talking with their friends, although there are also some students who seriously

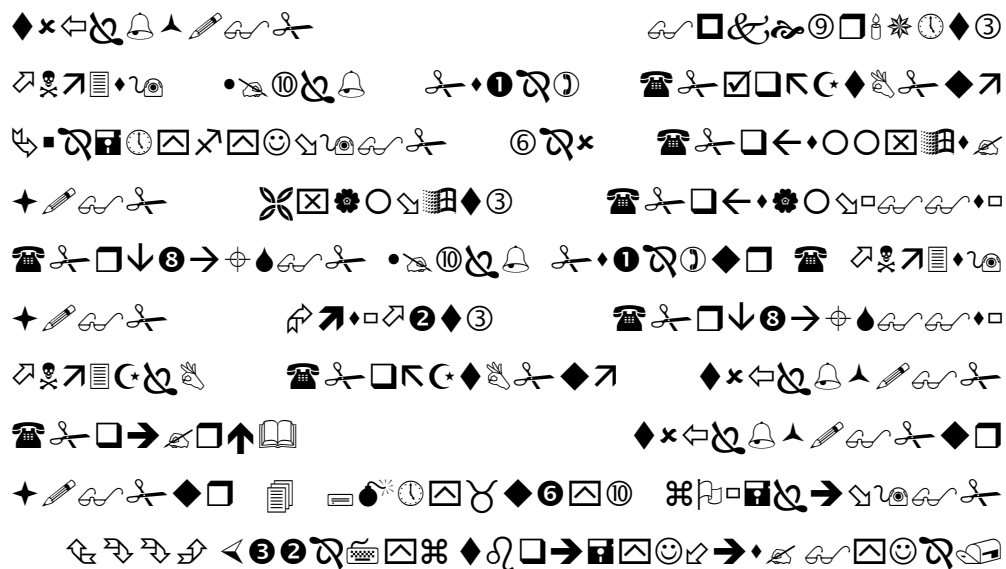
¹ Shelley Vernon http://www.eslhq.com/worksheets/preview_worksheet.php?worksheet,
march 2012

follow teacher's explanation. We can't deny that students' interest or motivation has a strong role in acquiring material of study.²

Games will offer different situation which increase students' interest of the lesson. Games can be used by both teachers and students. It gives more detail information and focuses the student on the material and skill that is being taught. The use of games also allows the students to be involved in teaching and learning process. It gives the teachers and students opportunity to do activity together. Then, teacher has to know the appropriate media for the students.

Games, one of teaching technique to improve student's interest. Moreover, games are the interesting media in teaching and learning process. There are some advantages games in teaching and learning activity. For example, it can less the bored of students in the teaching learning. By games activity, it can be effective.

Games can make better interactive between students. So games can develop their grammar skill. Allah decree in the Qur'an:



O you who have believed, when you are told to make room in your assemblies, you should make room: Allah will make room for you. And when you are told to rise up, you should rise up. Those of you who have believed

² Ibid

and have been granted knowledge, Allah will exalt them in ranks and Allah is well aware of whatever you do.³

Abudin Nata said that based on that statement we must give convenience to peoples, because any person who provides convenience to the servant of God who wanted to the door of kindness and peace, Allah will give breadth of goodness in the world and akhirat. The short, a command to bring spaciousness in every kindness and give a sense of happiness to every Muslim. For this reason the Messenger of Allah, asserts that God will always help his servants, for servants are always helping others.⁴

Celce - Murcia states that grammar is important, and learners seem to focus best on grammar when it relates to their communicative needs and experiences.⁵ English grammar is one of important part to learn to master speaking, reading, and writing English. So the people can practice English right. If we want to master English, we must master the grammar.

Through this research, researcher wants to prove that students' interest is one factor to developing a language acquisition, especially in simple past tense. Moreover, researcher uses game as a tool to improve that factor. Because researcher teaches grammar using game media, students will enjoy the lesson. Researcher hopes students not only enjoy the game, but also mastering the lesson that will be given by teacher.

1.2. Reasons for Choosing the Topic

As noted above, the title of this study is "The Use Of Dice Game To Improve Students' Interest In Simple Past Tense at the 8th Grade Students in MTs Negeri 02 Semarang in the Academic Year of 2011/2012". In this study, the researcher chooses the eighth grade students in elementary school because in this grade, they will need the ability to identify the simple past

³ Muhammad Zafrulla Khan, *The Qur'an*; London and Dublin: Curzon Press, 1971, Pg: 473.

⁴ Nata Abudin, H., *Tafsir Ayat-ayat Pendidikan*, PT. Raja Grafindo Persada, Jakarta, 2002. p. 187-188.

⁵ Celce-Murcia, M. Intosh, Lois Mc., *Teaching English as a Second Foreign Language*. U.S.A: Newbury House Publisher, Inc. 1989, p: 25.

tense to be able to write the sentences that their teachers read for them and to complete some simple and short dialogues. They are also need it to write of words in their daily activities, and to copy some sentences that they have learnt before .

The researcher chooses this topic because of two reasons such as below:

1. The writer wants to know the teaching simple past tense using dice game implemented in Junior high School.
2. The writer wants to know the improvement of students' grammar after being taught using dice games.

1.3. Statements of the Problem

Based on the background of study above, this study is focused on the statements:

1. How is the implementation of dice game to improve students' interest in simple past tense at the 8th grade students in MTs Negeri 02 Semarang in the academic year of 2011/2012?
2. How is the improvement of students' grammar ability in simple past tense after being taught through using dice game at the 8th grade students in MTs Negeri 02 Semarang in the academic year of 2011/2012?

1.4. Objectives of the Study

The objectives of study are as follows:

1. To describe the teaching simple past tenses using dice game implemented in Junior high School at the 8th grade students in MTs Negeri 02 Semarang in the acadeic year of 2011/2012.
2. To find out the improvement of students' grammar ability in simple past tense after being taught through using dice game at the 8th grade students in MTs Negeri 02 Semarang in the academic year of 2011/2012

1.5. Pedagogical Significance

It is very important for us to know the significance of the study. It can contribute some benefits as follows;

1. Theoretical Significance

- a. This study will enrich the material and theory to the teach simple past tense

- b. This research will give some knowledge about evaluation

2. Practical significance

- a. For the teacher

By doing this research, it is as motivation to improve skills in choosing appropriate and variation learning strategy and the writer hopes the teacher can use dice games as media an alternative method in teaching simple past tenses. So, the students will get better achievement.

- b. For the student

The use of dice games as media an alternative in teaching grammar especially in simple past tenses, the writer hopes the students will improve their grammar skills.

- c. For the writer.

The writer will get some experiences and knowledge directly how to implement of the teaching simple past tenses using dice game implemented in Junior high School.