

CHAPTER 1

INTRODUCTION

This chapter presents the beginning of the study. And it consists of background of the study, scope and limitation of the study, research question, purpose of the study, significance of the study, and definition of the key terms, as follows:

A. Background of the Study

English is one of the important languages in the world. It is used as a mean of communication. Language has an important role for our life, through which people can express their ideas, emotion, and desires. English becomes a difficult study to be learned because people think that they do not need English to communicate in their daily life because they can use their own language. For the students, they only get a few times to learn English in school. So, they are not interested and do not have confidence to use English. In English, there are four skills that must be mastered by the learner, they are: listening, speaking, reading and writing.

There were some problems in teaching English in the classroom especially in SMPN 1 Sukodono for eighth grade. That was related to productive skill, namely writing skill. It showed that writing still pertained to lower and many students said that writing was the most difficult to learn in English. Because they did not have enough vocabulary and they were afraid to make something wrong with the grammar. They thought that writing was a boring activity and uninteresting for them. Ikaningrum (2015) stated that writing is one of the most important for English and also created to express an idea. It means writing is used to express an idea, opinion and feeling in written form.

To solve this problem, the teacher needs to find out the way to teach writing. The researcher had been changed English learning process from boring to fun, afraid to become brave and give the motivation. One of them is by using game. The

name of the game was snake and ladder game as one of the solution used to answer solve this problem.

Permatasari (2014) stated that snake and ladders game was an effective media to improve students' skills. Therefore the advantages of snake and ladders game were proven. It could encourage students speaking confidence, develop students speaking fluency, and group development related to the short conversation about asking and giving service. Based on the tables and charts, most students respond that snake and ladders game was an effective media for learning asking and giving service in speaking. They were interesting, motivating, and helpful in order to learn the asking and giving service active in speaking by using snakes and ladders game. The difference between previous research and the researcher current research is the previous research used quantitative research for the effectiveness of using snake and ladder game of Junior High School and focused on speaking ability but the researcher current used qualitative research for using snake and ladder game for Junior High School and focused on writing ability.

Considering the explanation above, the researcher choose the title of this research is Using Snake and Ladder Games in Teaching Writing.

B. Scope and Limitation of the Study

This research is about using Snake and Ladder Games in teaching writing. And the researcher focused on teaching writing is about " Greeting Card" on the eighth grade at Junior High School.

C. Statements of Problem

Regarding to the topic of the researcher, the problem for this research is as follows. How is the Snake and Ladder Games implemented in Teaching Writing to Eighth Grade at SMPN 1 Sukodono?

D. The Purpose of the Study

The purpose of this research is to describe the implementation of using Snake and Ladder Games in Teaching Writing to Eighth Grade at SMPN 1 Sukodono.

E. Significance of the Study

The significance of the research are:

1. For the teacher

The teacher would get information about using snake and ladder games in teaching writing as a media to produce better writing.

2. For the students

The students can be motivated to learn writing with this games and make the class more effective.

F. Definition of Key Terms

- a. Snake and Ladder Games is a popular game for young children in around of the world. This game can be help for learn such as counting, addition and subtraction, communication (Albaniyah, 2016).
- b. Teaching Writing is one of the important for English and also to create or to express idea. In writing consists of five components. They are content, organization, vocabulary, language use and mechanics (Ikaningrum, 2015).