

CHAPTER 1

INTRODUCTION

This chapter explains about the background of the study, the reasons for choosing the topic, the research question, the objective of the study, the hypothesis, the limitation of the study, the significant of the study, the definition of key terms and the outline of the study.

1.1. Background of the Study

Language is used to deliver peoples' thought and ideas. Language is a device of communication, it is used by the people to interact and communicate with each other. It is not only used for daily conversation, but also used for education. Language is very important for everyone to learn, especially English. English is an international language. It is used for communication between countries in the world, including Indonesia.

In Indonesia, English is as foreign language. English is taught since elementary school up to university. However, Indonesia had a rule to eliminate English as basic lesson become an extracurricular in elementary school since years ago. Generally, English is taught since junior high school as a lesson. English in junior high school is different than other level students.

Junior high school learners are more different from young learners. They are included into adolescents. Adolescent students have longer attention span than young learners. According to Harmer (2007: 15), adolescent students have a good

capacity to learn, have good potential to create their thought and also have good commitment for something that interest them. So, it makes adolescent students are different with young learners. They have a great capacity and good attention longer than young learners.

The materials of learning English consist of listening, speaking, reading and writing. Those are named four basic skills in learning language, especially learning English. Writing is a basic language skill just as important as other skills. It is productive skills. It involves producing language more than receiving it. People produce written language in writing.

According to Nunan (2003: 88), writing is a work to find ideas, think about how to express them, and organize them into statements and paragraphs that will be clear to a reader. Teaching writing is not easy, the teacher is hoped to the students to organize the ideas, sentences, and paragraph correctly. The teacher is given the responsibilities to improve students' writing, both in content and grammar. In fact, writing is a complex skill for every level in learning English, from elementary level up to university. Based on the basic competence of seventh graders in junior high school by Indonesian government, should be achieved in the writing English subject is that the students have ability to develop and produce written simple functional text in the descriptive and narrative text.

Descriptive text is a kind of text to describe something, someone or place. Descriptive text has two important parts, they are identification and description. Descriptive text is used to describe and tell a particular person, place or thing and also expose some information about people, things or place clearly and detail.

The researcher would like to observe teaching learning process through the research of the seventh grade students in SMP Muhammadiyah 7 Semarang. In SMP Muhammadiyah 7 Semarang, English was taught since the seventh up to the ninth grade in junior high school. Most of the students got English as basic lesson in junior high school, so this was the first time they got English lesson. Actually, in SMP Muhammadiyah 7 Semarang, the researcher saw some issues, may be experienced by the seventh grade students during teaching learning process of English lesson, the students has low interest and motivation in studying English especially in writing English. The researcher found some difficulties of the students to get and to generate their ideas. They are confused about what will they write. They do not enjoy about the situation during teaching learning process.

Based on the problems above, the researcher chose Bits and Pieces Game as an alternative way to improve students' writing in descriptive text. Bits and Pieces Game is a kind of puzzle game. According to Wright (1993: 107), Bits and Pieces Game is a kind of game with picture puzzle game. It is appropriate for narrative and descriptive texts. It is also appropriate for listening, speaking and writing skills. The materials that are needed in this game are picture puzzle or texts.

According to Harmer (2001: 135), pictures may be taken from books, newspaper, magazine or photograph that is used to facilitate teaching learning process. Pictures can give stimulation for students' interest and motivation. So, the advantages of using pictures as a media is picture can build students' motivation, attention and also invite them to enjoy teaching learning process. Pictures also can give some information to the students about storytelling. Therefore, the researcher

considered in using Bits and Pieces Game as an appropriate way to develop students' writing in descriptive texts. However, Bits and Pieces Game by picture media helps the students for generating their ideas and words in their writing.

Therefore, the researcher was interested to investigate the effectiveness of using Bits and Pieces Game to improve students' writing in descriptive text of the seventh grade students of SMP Muhammadiyah 7 Semarang in the academic year 2016/2017.

1.2. Reasons for Choosing the Topic

The researcher chose this topic for the following reasons:

- a. Generally, English is taught in elementary school as an extracurricular and become basic lesson at the first time in junior high school. Therefore, it becomes the first experienced for the seventh grade students of SMP Muhammadiyah 7 Semarang for getting English lesson.
- b. Writing is complex skill in language. Moreover, the seventh grade students of SMP Muhammadiyah 7 Semarang have not good enough of their ability and mastery in writing English. They also have low motivation to write English correctly. The students have some difficulties to generate their idea in writing English.
- c. Bits and Pieces Game is an appropriate media for teaching writing especially for the seventh grade students of SMP Muhammadiyah 7 Semarang. Because, the students' world is still colored with enjoyable

activities. If English is taught interestingly, it may increase their interest to study.

1.3. Research Question

The formulation of the research question of this study is:

Is Bits and Pieces Game effective to improve students' writing in descriptive text of the seventh graders of SMP Muhammadiyah 7 Semarang in the academic year 2016/2017?

1.4. Objective of the Study

Based on the research question above, the objective of the study is to find out whether Bits and Pieces Game is effective to improve students' writing in descriptive text of the seventh graders of SMP Muhammadiyah 7 Semarang in the academic year 2016/2017.

1.5. Hypothesis

In this study, the researcher used two hypotheses.

The first hypothesis is alternative hypothesis (H_a). It means there is significant difference in the mean score between students who are taught writing descriptive text by using Bits and Pieces Game and without using Bits and Pieces Game

The second hypothesis is null hypothesis (H_o). It means there is no significant difference in the mean score between students who are taught writing

descriptive text by using Bits and Pieces Game and without using Bits and Pieces Game

1.6. Limitation of the Study

This study was limited to focus on finding out the effectiveness of using Bits and Pieces Game to improve students' writing skill in descriptive text. This study was only conducted to the seventh grade students of SMP Muhammadiyah 7 Semarang in the academic year of 2016/2017.

1.7. The Significances of the Study

The researcher hoped this study will give some significance:

1. Pedagogical Significance

Hopefully, the result of this study is expected to develop students' writing in descriptive text by using Bits and Pieces Game. And for the teachers, they may use this bits and pieces game as media in teaching and learning English to motivate the students.

2. Practical Significance

Practically, for the students, this study may show to the students how to use Bits and Pieces Game to improve students' writing in descriptive text and hopefully, they can enjoy during teaching learning process. For the teacher, they will know how effective of this study to improve students' mastery of writing especially in descriptive text and it can be an inspiration for the teacher of using Bits and Pieces Game for teaching English.

3. Further Research and Development

Hopefully, this study can be one of references to get information for further researchers and development in the next study.

1.8. Definition of Key Terms

To make this study is easy to understand, the researcher defined the key terms as follows:

1. Writing Skill

According to Ghaith (2002: 75), writing is a complex process of language skills that allows the writers to deliver thought and ideas, and make them visible and concrete.

2. Descriptive Text

According to Mukarto (2007: 140), descriptive text is a kind of text to describe something, someone or place. Descriptive text has two important parts, they are identification and description. So, descriptive text is used to describe and tell a particular person, place or thing.

3. Bits and Pieces Game

According to Wright (1993: 107), Bits and Pieces Game is kind of game with picture puzzle. It is appropriate for narrative and descriptive texts. This game is also appropriate to listening, speaking and writing skills.

1.9. Outline of the Study

In this study, the researcher makes the study outline to help the readers in understanding this study. This study is divided into five chapters.

Chapter I is introduction. It consists of the background of the study, the reasons for choosing the topic, the research question, the objective of the study, the hypothesis, the limitation of the study, the significances of the study, the definition of key terms, and the outline of the study.

Chapter II is review of related literature. It consists of English for junior high school, writing skill, descriptive text, Bits and Pieces Game and Previous Studies.

Chapter III is research method. It consists of the research design, the variables of the study, the subject of the study, the research instrument, , the validity of the test, the reliability of the test, the procedure of the study, the scoring technique, and the procedure of data analysis.

Chapter IV is analysis of result and discussion. It consists of the school's profile, the respondents, the validity and reliability of the instrument, the pre-test, the treatment, the post- test, and the discussion of the research finding.

Chapter V presents the conclusion and the suggestion on what have been discussed and explained in the previous chapter.