SIX SUGGESTED GAMES TO ENCOURAGE SPEAKING TO THE FIRST YEAR STUDENTS OF SENIOR HIGH SCHOOL

A THESIS

In a Partial Fulfilment of the Requirements for the Sarjana Pendidikan Degree In English Language Teaching

by

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ABSTRACT

Irmawanti, Agnes, "Six Suggested Games To Encourage Speaking For The First Year Students of Senior High School", S1 Thesis, Graduate School of Widya Mandala University, Surabaya, 1995.

Speaking is the oldest and most universal way for human beings to express their feelings, thoughts and to relate to the society. Learning to speak is an easy thing if we speak by using our own mother tongue, but if we want to speak by using other Language (Foreign Language), is not easy. We need to learn and practice a lot.

As we know, English is an International Language. It is taught from the Kindergarten until Senior High School. In fact, teaching English as a foreign language is not easy. Many English teachers find many difficulties for examples the way to teach English to the students is less appropriate, the students still can not say and construct English sentences although they have graduated from Senior High School.

Because the writer see too many weaknesses in English Teaching Learning Process above, she tries to suggest a method which is considered to be able to encourage and arise the student's spirit to learn and speak in English, that is teaching through games. Exactly, they are six kinds of games (WORD GAMES consist of Scrambled Words and Hanging Man, PICTURE GAMES consist of Guessing A Picture and Describing Pictures, STORY GAMES consist of Funny Story and Continued Story).

All of those games are hoped to be able to overcome the problems in English Teaching Learning Process which is commonly caused by some factors such as the students are shy and reluctant to speak by using English, the teacher seldom gives an opportunity to the students to express and develop their thoughts and opinions and there is not much time for the teacher to teach speaking because of the other lessons which are considered more dominant in the EBTANAS.

The procedure of the game of WORD GAMES and PICTURE GAMES are almost the same. The students are suggested to guess the words and the pictures. They can arouse the spirit of the students to compete with their friends to win the game. Moreover, in STORY GAMES, the students are supposed to be more active in thinking and constructing the English sentences.

In short, through those games, the students have many opportunities to manage, direct, and interact in a communicative setting, with little and no teachers' involvement. The students are supposed to be more active and independent in speaking and expressing their opinions.
Finally, the writer hopes that this thesis may contribute some ideas to the English teachers of Senior High School, in their efforts to improve and develop the students' speaking skill. However, the writer realizes that this thesis is still far from perfection so she will happily accept any constructive criticism from the readers.