

**Teaching Speaking To High School Students
by Using Town of Salem Game**

Paper

*Submitted as the Partial Fulfillment of the Requirements
to Obtain Bachelor of Education (B,Ed) in English Language Education*



Bilal Abraham Busya

1305373/2013

Advisor:

Dra. An Fauzia Rozani Syafei, MA

**ENGLISH LANGUAGE AND LITERATURE DEPARTMENT
FACULTY OF LANGUAGES AND ARTS
UNIVERSITAS NEGERI PADANG
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Halaman Persetujuan Makalah

Judul : Teaching Speaking To High School Students
By Using Town Of Salem Game

Nama : Bilal Abraham Busya

NIM/BP : 1305373/2013

Program Studi : Pendidikan Bahasa Inggris

Jurusan : Bahasa dan Sastra Inggris

Fakultas : Bahasa dan Seni

Padang, November 2019

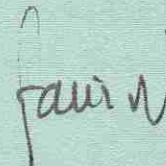
Disetujui Oleh:

Ketua Jurusan,



Desvalini Anwar, S.S, M. Hum, Ph. D
NIP. 19710525 199802 2 003

Pembimbing,



Dra. An Fauzia Rozani Syafei, MA
NIP. 19660424 199002 2 001

Halaman Pengesahan

Nama: Bilal Abraham Busya

NIM/BP: 1305373/2013

Dinyatakan Lulus Setelah Mempertahankan Makalah di Depan Tim Penguji

Program Studi Pendidikan Bahasa Inggris

Jurusan Bahasa dan Sastra Inggris

Fakultas Bahasa dan Seni

Universitas Negeri Padang

Teaching Speaking To High School Students

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Padang, Agustus 2019

Tim Penguji

1. Ketua : Sitti Fatimah, S.S, M. Ed, Ph. D

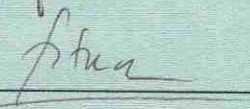
2. Sekretaris : Fitrawati, S.S, M. Pd

3. Anggota : Dra. An Fauzia Rozani Syafei, MA

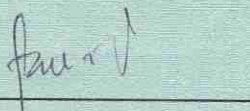
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(_____)



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UNIVERSITAS NEGERI PADANG
FAKULTAS BAHASA DAN SENI
JURUSAN BAHASA DAN SASTRA INGGRIS
Jl. Belibis. Air Tawar Barat. Kampus Selatan FBS UNP. Padang. Telp/Fax: (0751) 447347

SURAT PERNYATAAN TIDAK PLAGIAT

Saya yang bertanda tangan di bawah ini:

Nama : Bilal Abraham Busya
NIM/TM : 1305373/2013
Program Studi : Pendidikan Bahasa Inggris
Jurusan : Bahasa dan Sastra Inggris
Fakultas : Bahasa dan Seni

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Diketahui oleh,

Ketua Jurusan Bahasa dan Sastra Inggris

Desvalim Anwar, S.S., M. Hum., Ph. D
NIP. 19710525 199802 2 002

Saya yang menyatakan,

Bilal Abraham Busya
1305373/2013

ABSTRAK

Busya, Bilal Abraham (2019). "Teaching Speaking To High School Students By Using Town of Salem Game". *Paper*. Padang: Bachelor Program (S1) of English Language Education of Language and Art Faculty, State University of Padang, 2019.

Guru dapat menggunakan permainan Town of Salem untuk mengajar berbicara kepada siswa sekolah menengah. Game Town of Salem adalah game yang didasarkan pada game "Mafia" yang ditemukan pada tahun 1986. Setelah itu, game ini populer lagi dengan nama baru "Werewolf" atau "Town of Salem". Dengan menerapkan game ini ke dalam proses belajar mengajar, diharapkan dapat membangun kepercayaan diri pada siswa sekolah menengah atas untuk lebih banyak berbicara bahasa Inggris. Tujuan dari makalah ini adalah untuk meningkatkan kemampuan berbicara setiap siswa dengan menggunakan permainan ini, sehingga mereka tidak merasa tertekan dan membangun kepercayaan diri mereka untuk lebih banyak berbicara bahasa Inggris. Game ini bisa dimainkan oleh seluruh kelas. Game ini menyenangkan, membuat orang yang memainkannya ketagihan, dan memiliki hasil yang tidak terduga. Game ini diharapkan dapat membantu para guru untuk mengajar berbicara kepada siswa sekolah menengah, dan para siswa juga dapat belajar berbicara bahasa Inggris lebih banyak dengan menyenangkan dan lebih mudah.

Kata kunci: Town of Salem, game, speaking.

ABSTRACT

Busya, Bilal Abraham (2019).”Teaching Speaking To High School Students By Using Town of Salem Game”. *Paper*. Padang: Bachelor Program (S1) of English Language Education of Language and Art Faculty, State University of Padang, 2019.

The teacher can use Town of Salem game to teach speaking to high school students. Town of Salem game is a game based on the game “Mafia” which was invented in 1986. After that, it is popular again with a new name “Werewolf” or “Town of Salem”. By applying this game into teaching and learning process, it is hoped to build confidence in high school students to speak English more. The objective of this paper is to improve every students’ speaking ability by using this game, so they do not feel being pressured and build their confidence to speak English more. This game can be played by an entire classroom. It is fun, addicted, and has unpredictable outcome. This game is hoped to help teachers to teach speaking to high school students, and the students can also learning to speak English more with fun and ease.

Keywords: Town of Salem, game, speaking.

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The writer

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CHAPTER I

INTRODUCTION

A. Background of the problem

Speaking is an act of making vocal sounds. We can say that speaking is to converse or expressing one's thought and feelings in spoken language. In this era, English language has become one of the most spoken languages in the world. According to Dylan Lyons (from www.babbel.com 2019) over 1.5 billion people in the world speak English, that means 20% from total population of the world speak English even most of them are not native speakers. So, whenever people go around the world, people always can find someone who can understand English. English is also the language of science, aviation, diplomacy, and tourism. By learning English, it will increase your chance to be accepted in multinational company that require English language proficiency. There are reasons why speak English is important according to Bahadorfar and Omidvar (2014):

- o Speaking is a crucial part of second language learning and teaching.
- o The mastery of speaking skills in English is a priority for many second language or foreign language learners.

- o Our learners often evaluate their success in language learning as well as the effectiveness of their English course on the basis of how much they feel they have improved in their spoken language proficiency.
- o Oral skills have hardly been neglected in today's EFL/ESL courses.

Despite of the fact, however, most of the high school students in Indonesia cannot speak English fluently. When it comes to speaking, most of the students cannot reply their answer when they were asked orally. It is true that most of the test in school is about answering the test on the paper. However, the writer believe that speaking will be used more when they are interacting with people around the world. According to Gerald Gillis (from www.geraldgillis.com 2019), there are three abilities that you get from mastering the speaking: 1) ability to inform, persuade, and direct, 2) ability to stand out from the rest, 3) ability to benefit derivatively. The first one is ability to inform, persuade, and direct is important for occupations. Business managers, educators, military leaders, lawyers, and politicians, are honing their skill of speaking to become master communicators. Being able to arrange words and using wise choice of words can gain the attention from the audience is the benefit of master the speaking skill. Second is the ability to stand out from the rest. As he mentioned before, mastering the speaking ability will make people are attracted to you. Most of people have gone nervous while they are speaking in front of many people. Other people have a limited ability to arrange words to express their opinion when they are speaking in front of people. It is clear that

mastering the speaking ability is essential in workplace and society. Third is the ability to benefit derivatively. What he means about this is when someone becomes master communicator; people will look to their words. Thus, it will increase his/her reputation as a person who can be trusted and his/her credibility in your job.

Why the writer is using game as speaking activity? According to Adams (1973) educational games is a form of a game that is designed to demonstrate people about a specific subject and to provide a skill of educational or learning experiences including types of traditional games and "modern" in which was given charge of education and teaching. Marsh, et al. (2005) and Aldrich (2006) stated that the educational game can support the learning process of education. By implementing the educational game in learning process, a student has an opportunity to try out and adjust much of what they see and hear; the game is, therefore, a source of cognition for them.

Mafia game or Werewolf game were created by Dimitri Davidoff in 1986. The rule of the game is simple. Each night someone will be killed by werewolves. At day time, every player trying to figure out who is the werewolves. Player can make argument, accusing someone, or lying that they are one of the werewolf. Basically, there are no restriction about whatever they saying. The writer thinks it is good game to practice speaking for high school students. They do not have to be afraid to say whatever thing that come cross to their mind. In addition, the game is

forcing player to speak for themselves because every player will try to accuse each other. So, students that playing this game must defend themselves by making every argument they can think of. By using “Town of Salem” game, it is hoped that it will increase the ability of Indonesian’s high school students in speak English, and motivate the students to speak English often.

B. Identification of the problem

From the writer past experience, during PLK (Pelatihan Lapangan Kependidikan), the writer always encourage his students to speak English in my class. When the writer asked them a question, they cannot answer in English. After class is over, the writer asked some students why they cannot answer his question. Surprisingly, they know the answer in Indonesian language, but they cannot convey what they want to say in English. Most of them said because they lack vocabulary. The writer uses this game to attract their attention since this game is quite famous until now and fun to play with their friends. It is also to encourage the students to speak English without being feel guilt to make mistakes.

C. Limitation of the problem

Based on the identification of problem above, the limitation of the problem is the usage of “Town of Salem” game in teaching speaking around high school students.

D. Formulation of the problem

From limitation of problem above, we can formulate the problem into “How does teacher use “Town of Salem” game to teach speaking for high school students ?”

E. Purpose of the study

The purpose of this study is to explain how to use “Town of Salem” game to develop students speaking ability.

CHAPTER IV

CONCLUSION AND SUGGESTION

A. Conclusion

Speaking is one of the skill that needs to be mastered by students in order to communicate with English native speaker. However, there are several factors that makes students afraid to speak English such as afraid to make mistake in vocabulary, tense, or pronounciation.

Based on the discussion in previous chapters, it can be concluded that using “Town of Salem” or “Werewolf” game is helping students to motivate and to master speaking ability. They do not have to fear for making mistakes in speaking when playing the game. Thus, teacher must use this game to motivate them to speak English.

B. Suggestion

Based on the conclusion above, in order to motivate students to speak English, it is suggested that teacher can use “Town of Salem” or “Werewolf” game to train students to speak English. Besides, using this game, teachers should think about their learning methods to make

students speak English. By using this game as a learning method, it is hoped to make students to speak English often in the class.

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https://en.wikipedia.org/wiki/Blank_Media_Games (taken on May 1, 2019)
[https://en.wikipedia.org/wiki/Mafia_\(party_game\)](https://en.wikipedia.org/wiki/Mafia_(party_game)) (taken on May 1, 2019)