

**Using Adventure Game in Teaching Speaking of Descriptive Text  
for the First Grade of Junior High School Students**

**PAPER**

*Submitted as Partial Fulfillment for Getting Strata One (S<sub>1</sub>) Degree*



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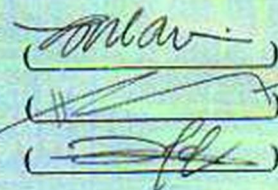
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## ABSTRAK

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*makalah*. Padang. Jurusan Pendidikan Bahasa Inggris. Fakultas Bahasa dan Seni. UNP.

Makalah ini bertujuan untuk menjelaskan bagaimana cara mengajarkan speaking atau berbicara dengan menggunakan sebuah permainan yang disebut dengan *adventure story game* untuk pengajaran pada siswa kelas VII SMP. Mengajarkan keterampilan berbicara terkadang tidak mudah, dikarenakan kurangnya minat dan motivasi untuk berbicara. Adventure Story game adalah salah satu permainan yang dapat meningkatkan motivasi siswa dalam pengajaran keterampilan berbicara di dalam kelas.

Permainan ini akan memotivasi siswa untuk berbicara dalam berbagai situasi atau konteks yang dekat dengan siswa tersebut, yaitu melalui cerita petualangan. Yang mana di dalam adventure game terdapat semua cakupan dalam teks deskriptif, yaitu berisikan gambaran atau ciri-ciri suatu benda, kejadian, tempat dan orang termasuk juga sifat dan tingkah laku seseorang. Sehingga akan mudah bagi siswa dan juga guru dalam menyampaikan cakupan teks deskriptif.

Pengajaran berbicara dengan menggunakan game *adventure story* melibatkan semua siswa, sehingga secara tidak langsung siswa menjadi aktif berbicara. Dengan penggunaan game ini, diharapkan bisa meningkatkan kemampuan dan motivasi belajar siswa dalam berbicara, serta memudahkan guru dalam proses belajar dan mengajar.

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## **CHAPTER I**

### **INTRODUCTION**

#### **A. Background of the Problem**

English is one of important subjects that should be mastered by the students in Indonesia. In learning English the students should study the four skills, namely: listening, speaking, reading, and writing. In mastering the four basic skills, it is undeniable that there are some influencing factors, such as; intelligence, motivation, learning strategy, sense, and personality. These factors are called internal factors.

In addition, there are some external factors too. They are teaching strategy, teaching preparation, teaching development, teaching management, teaching evaluation, etc. A teacher has to make students understand the language and how to use it. In other words, teaching English should make students able to communicate.

Folse (2006: 14) explains that there are some important characteristics that the teacher should be aware in speaking class, namely; age of the students, reasons for speaking English, proficiency level, attitude towards English, time constraints for study, educational background, gender, anxiety level, study skills/habits, personality, willingness to take risks in speaking, field dependence, and so on.

In the field and based on the researcher experience in teaching English for a semester in junior high school. It was found that the students still had some problems in speaking English. Some of them were not interested in practicing



English. They seem ashamed to practise in oral interaction in the class. Sometime they still confused about what to say, they had less vocabulary, they felt anxious and furthermore they did not have good self confidence.

However, the problem faced by the students. The problem can be appeared from the teacher. The teaching techniques used by the teacher in teaching speaking can influence them. Such as, the technique is monotone ( just based on the LKS), so that the students are not interested in speaking and they become boring. Then the teacher also less variation and does not try to apply a new teaching technique.

Actually, there are many techniques that can be used in teaching speaking. One of them is learning by playing. There are so many ways that can be used by the teacher such as by using pictures, games, telling a joke and telling short stories. In this paper the writer tries to explain about teaching speaking by using adventure story game. This story game story can conclude all of content of descriptive text that consists of describing place, people and things. So that, the teaching process will be more effective.

## **B. Limitation of the Problem**

This paper only focuses on the discussion of using adventure game as a media in teaching speaking for first grade of junior high school students. Because usually the teacher need to find some texts. Such as a text about describing people, place, and thing. In this adventure story can describe all about people, place, and things in one text.

### **C. Formulation of the Problem**

The formulation of the problem is “How does the teacher use adventure game as a media in teaching speaking for first grade of junior high school students?”.’

### **D. Purpose of the Paper**

The main purpose of this paper is to describe how the teacher can use adventure game as a media in teaching speaking for first grade of junior high school students. It is also expected that the elementary school teacher can use this as an alternative media to be applied in the classroom, in order to engage and motivate the students.