

TEACHING THE EXPRESSION OF ASKING FOR AND GIVING OPINION BY USING FINDING A DATE GAME IN THE EIGHT YEAR OF SMP N 1 SEMANDING

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Abstract

The purposes of the study was to know the process of teaching the expression of asking for and giving opinion by using finding a date game and the effectiveness of this game in teaching the expression of asking for and giving opinion. This study used pre-experimental quantitative research one group pretest-posttest. The population & the sample of the study is the Eight Year Students of SMP N 1 Semanding. The result of the study shows that the result of experimental study using statistical method called t-test and then tested using SPSS. The result of t count = $-22.705 < t \text{ table} = -2.0518$. Because the value of t count is higher than the value of t table, it could be concluded that there is significant difference in the achievement between the students who are taught before the treatment and after the treatment and there is effectiveness in using finding a date game. It could be concluded also that finding a date game was an effective medium of teaching the expression of asking for and giving opinion

Keywords : Teaching speaking, Finding a date game, The expression of asking for and giving opinion

INTRODUCTION

Human beings as a social and individual people always communicate with the others. For communicating, someone uses and needs language. Furthermore, communication is needed in human daily activities, because without communication, human will not be able to interact with the other people.

In doing this research, the researcher finds that the students get difficulty in expressing asking for and giving opinion orally. From this problem, the researcher can conclude that teacher's role is very important to give the student's motivation learning as well. And the researcher wants to resolve by using one of the researcher's new methods in teaching. According that reasons, Hamalik (1990:28) states that in education process in school, learning process is the main activities.

One of the ways to stimulate the students to learn is by using Game. Game is one of the techniques that can be applied in teaching speaking

because learning speaking using game can give the students feeling of freedom to express their feeling and make the students feel happy and get fast understanding with the materials given. According Amato (1988:147): "Games can lower anxiety, thus making the acquisition of input more likely". Hansen (1994:118) added that "They are highly motivating and entertaining, and they can give shy students more opportunity to express their opinions and feelings".

In teaching, there are a lot of techniques and methods to use in order to make the teaching and learning process enjoyable. In using the interactional and transactional expressions, the students require to use their idea to have a conversation. It really needs careful thought and appropriate expression. Therefore, the writer uses finding a date game to develop the student's confidence when they speak English, because **finding a date** has a great role in teaching language, especially to have a conversation. There are so many advantages of teaching using this game. First, the teacher can encourage their student to create many ideas to describe something. Second, the students can be more creative and productive in speaking because they will be trained to use the expression by using interesting game.

The students who are in junior high school interested to use finding a date game in learning speaking, because in general they prefer to learn by playing. So the researcher adjusts the material when teaching the expression with the standard competence and the competence standard of the second semester of 2nd grade of junior high school, the capability must be mastered is using the expression of asking for and giving opinion.

In teaching the expression, game will be more interesting. Hadfield (1984:5) said that games are best set up, especially at this level, by demonstration rather than by lengthy explanation. It means that using game is very effective in teaching learning process, in which the teacher gives much opportunity to the students to express their feeling and ideas.

In this research, the researcher will use finding a date game. This game was developed by Hadfield in 1984. This game involves matching identical pairs of cards or pictures, and may be played as a whole class activity, where everyone must circulate until they find a partner with the same card or picture; or as a pair work or small group activity, where players must choose pictures or cards from a selection to match those chosen by their partner from the same selection. Due

to that, finding a date game will make the students enjoy the lesson, because by using this game they can enjoy to have a conversation, beside that they can also feel more relax to speak English directly. And the students are more motivated to study English. In this paper, the writer will describe the process how to teach the expression of asking for and giving opinion by using Finding a date game at the eight grade students of SMP N 1 Semanding Tuban and to find out the effectiveness of teaching the expression of asking for and giving opinion by using finding a date game at the eight grade students of SMP N 1 Semanding Tuban.

RESEARCH METHODOLOGY

Because the purpose of this study is to know the effectiveness of the implementation of using finding a date game in teaching the expression of asking for and giving opinion at the Eight grade of SMP N 1 Semanding Tuban. So, the researcher used *Pre-Experimental Design* which is part of the *quantitative research*.

This research uses pre-experimental research. Sugiyono (2008:74) states it is called Pre-Experimental Design, because this design has not been really experimentation, why? Because there is another variable that influences dependent variable. Finally the result of experiment, dependent variable, is not only influenced by independent variable. It is caused, there is uncontrolled variable. Sample is taken not by random.

In this research, the researcher focuses to *the one group pretest-posttest design*. Sunarto (2001: 92) states this research is conducted with the one sample group. First given the first test (pretest = T1) and then at that group is given the threat. After that the last test given (posttest = T2). To get the result about the success the threat, it's done by comparing between the first and the last test (T1 = T2). If the last test result better than the first test (T1 > T2) so, it means that the hypothesis is expected.

This analysis is intended to find out whether the effectiveness of finding a date game in teaching the expression of "asking for and giving opinion" is effective and raise the students' score and also make them interested without any boring or not.

The populations of this study are 205 students of the Eight grade of SMP N 1 Semanding Tuban in the academic years of 2023/2024 which consists

of 7 classes; it means that each class had 28-30 students. So, the total number of the population is 205 students.

The researcher chooses the *purposive sample* as the technique in determining the sample of this research. the researcher chooses the students VIII C of Eight grade of SMP N 1 Semanding, Tuban that has certain characteristics. This class is felt the most passive than another class and need innovation to make their self confidence in speaking English. Another reason that the researcher chooses this class is the numbers of students are not so many of them, so it doesn't need more time to research.

The sample contains 28 students of the Eight grade SMP N 1 Semanding, Tuban in academic year of 2023/ 2024.

There are many kinds of instrument which is used in studying research to collect the data. They are questionnaire, observation, interview, test, etc. but the instruments which are used the researcher in this study is a worksheet and observation sheet.

The procedure of collecting data is a term used to describe a process of preparing and collecting the data. In this research, the researcher uses **Pre-test** and **Post-test**. The Procedure of data analysis of this research are describing the treatment and Scoring the test

In scoring the text, the writer uses the formula for the experimental one-group pre-test and post-test:

$$t = \frac{M_d}{\frac{\sqrt{\sum X^2 d}}{N(N-1)}}$$

t : the t-value experimental one-group pre-test and post-test.

M_d : the differences mean among the pre-test and post-test

$\sqrt{\frac{\sum X^2 d}{N(N-1)}}$: the sum of squared deviation

1. N : the number of subjects

Zaenal (2010: 122)

The difference between the mean score is determined by employing *statistical package for the social sciences* (SPSS).

The data from observation in the classroom, the researcher describes the activities with some sentences, in order to get the clear in analyzing the data, she uses checklist, and then, she interprets the checklist to conclude the result of observation briefly.

RESULTS

The research is to find out whether using finding a date game in teaching the expression of asking for and giving opinion is effective or not. The researcher conducts this analysis to present the result of the discussion. Theory of Harris (1969: 134) is used to classify the students' attainment of the course, using the grade from poor to excellent grade. Below is the list of the level mastery that shows the percentage and the degree of the pre-test and post-test.

The table of the percentage of pre-test

| Criteria of mastery | Category | Percentage | Grade |
|---------------------|----------|------------|-----------|
| 81 – 100 | A | 0 % | Excellent |
| 61 – 80 | B | 30 % | Good |
| 51 – 60 | C | 70 % | Fair |
| Less than 50 | D | 0 % | Poor |

From the table above, it can be seen that the result average score of pre-test still far can be said good grade, because many students get the value in fair grade. But after the students are given the treatment, their value can be increased based on the list of percentage of post-test below:

The table of the percentage of post-test

| Criteria of mastery | Category | Percentage | Grade |
|---------------------|----------|------------|-----------|
| 81 – 100 | A | 25 % | Excellent |
| 61 – 80 | B | 70 % | Good |
| 51 – 60 | C | 5 % | Fair |
| Less than 50 | D | 0 % | Poor |

From the table above, it can be seen that the treatment which given to the students can give the influence to increase the value of students.

DISCUSSION

The process of finding a date game implementation

The researcher conducted the treatment on Wednesday 23th April 2024. The researcher teaches the expression of asking for and giving opinion to the students by using finding a date game. In the first, the researcher teaches the materials with several steps, after the researcher greets the students; she shows many slides to the students about many rooms in a house. Then, the researcher ask the students name each that rooms.

In this time, the students feel that they still hasn't understood on the materials. So, the researcher explains the understanding of the expression of asking for and giving opinion and gives the example about it and she gives the ways to describe something. After the students understand the material, the researcher gives the card of finding a date game and asks them to move around the class, asking the others to bout invitation, accepting and refusing until they find the same information. After that, the students are having the conversation in front of the class. Before the researcher closes the lesson, she asks the students about the difficulties of material and the last, the researcher concludes the lesson.

The aim of this treatment is to practice their speaking ability of the students and make the students feel very happy and understand with the materials well.

The Effectiveness of Teaching The expression of asking for and giving opinion by Using Finding a date game

The aim of the test is to know the students' achievement in speaking through the use of finding a date game in the eight grade students in SMP N 1 Semanding Tuban.

Based on the list of the level mastery that shows in the percentage and the degree of the pre-test and post-test.

This part is particularly devoted to discuss the result of the study. Based on the data above, the result of post-test is 72.36 higher than the result of pre-test is 49.21 and the result of $t \text{ count} = -22.705 < t \text{ table} = -2.0518$. From the different score, it shows that finding a date game increase the students ability in demonstrating the expresion of asking for and giving opinion, we can achieve KKTP. The result difference indicates that after getting treatment the students get better understanding than before getting the treatment. It can be seen that there is significant difference in the improvement of students' mastery in describing something using finding a date game. It can also be seen that game is the effective medium in teaching speaking.

To support the discussion above, the researcher includes some theories below that have related with the effectiveness of using games as media in learning English with a pleasure:

Media plays an important role in a teaching and learning process. Media are needed to reach the objectives of teaching-learning process. As a teacher, we have to use various media or teaching aids in giving the material to the students as stated by Harmer (2001: 134) that "as a language teacher, we use a variety of teaching aids to explain language meaning and construction, engage students in a topic or as the basis of a whole activity.

CONCLUSION

based to the result and discussion of the research, the writer concludes that the students value after being given the treatment in the average scores higher than the value before being given the treatment in speaking test. The difference of the development of the average scores is statistically significant based on the output from *Paired Samples Statistics* table that the average value for the pre-test amount of 49.21 and the average value for the posttest amount of 72.36 with the number of students are 28 and the result of t count = -22.705 < t table = -2.0518. The researcher finds that there is significant difference before being given the treatment and after being given the treatment. The researcher concludes that the materials using finding a date game is effective and help the 8th Year Students of SMP N 1 Semanding in developing their ability in asking for and giving opinioin .

From the conclusions stated above, the researcher would like to offer suggestion to the teacher to develop the students' ability in asking for and giving opinioin orally in order to get better result. The use of finding a date game should be maintained frequently and recommended to English teachers, especially to teach Junior High School students in order to attract their motivation in learning English to be happier.

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