

CHAPTER I

INTRODUCTION

1.1 Background of Study

One of the compulsory subjects for students is English, the importance of English lies in the combination of language aspects such as listening, speaking, reading and writing skills. Students are required to master these skills as part of their learning process. However, education today faces challenges posed by the 21st century, learning in this era needs to adapt to the times in order to achieve the desired learning objectives. To achieve learning objectives, the challenges of the 21st century must be matched by the implementation of an appropriate curriculum. At present, in Indonesia, the implementation of learning has used the latest curriculum called the independent learning curriculum. In its implementation, the independent curriculum focuses more on the formation of student in the school environment. characteristics. According to Fitra (2023), Curriculum is of pivotal importance in all educational activities. In order to achieve educational goals, it is essential to consider the needs and developmental stages of students, as well as the needs of national development. Furthermore, the quality of education must be improved.

According to Subhayni (2017), speaking is the ability to utter articulated sounds or words to express, convey, or express thoughts, ideas, and feelings. More broadly, it can be said that speaking is a system of audible and visible signs, which involves various muscles and muscle tissues in the human body to convey the intent and purpose of the ideas combined. Furthermore, speaking is a form of human behavior

that makes extensive use of physical, psychological, neurological, semantic, and linguistic factors. This makes speech the most important human tool in controlling social interaction.

One of the text types used in learning English is recount text, which functions to retell experiences or events that have occurred. Many have difficulty in conveying their ideas and experiences orally, especially learners in recount texts. This can be caused by various factors, such as lack of speaking practice, lack of confidence, and uninteresting learning models. Therefore, an innovative and effective approach is needed to improve students' speaking ability.

Based on the results of the researcher's interview with an english teacher of the class VIII SMP Negeri 4 Tanjungpinang on October 2nd, 2024, the researcher obtained information that many students consider english subject as a difficult. There were several factors that cause students in speaking proficiency such as lack of student's motivation, lack of vocabulary, lack of confidence in conveying ideas, students felt uncomfortable speaking in English because they are not used to speaking in english in class, lack of speaking practice. However, there were also some students who were proficient in English.

Based on the problems that arise during the learning process can have a negative impact if not addressed. If learning is not effective, it will not provide benefits and only waste time. This is what makes learning English has not reached the ideal and perfect level.

One of the learning techniques that can be used to train students' speaking skills is the Team Games Tournament (TGT) model, which is one of the learning

strategies that can be applied to improve speaking skills. This emphasizes cooperation in groups, where students not only learn from the teacher, but also from their peers. In the context of TGT, students will engage in competitive yet educational games, thus increasing their motivation and engagement in learning model.

Considering the aforementioned issues, the researcher is encouraged to undertake a study aimed at analyzing the influence of the Team Games Tournament (TGT) learning model on students' speaking proficiency, incorporating the use of the Emoji Storyteller as a supplementary instructional tool. This model is regarded as pedagogically appropriate for facilitating the teaching of recount texts in the context of English language instruction. In accordance with this objective, the study is entitled: "The Effect of Team Games Tournament (TGT) Learning Model on Speaking Ability in Recount Text of Eighth-Grade Students at SMP Negeri 4 Tanjungpinang in the Academic Year 2024/2025."

1.2 Identification of the Problem

Based on the above background, the researcher formulates the problem as follows:

1. Students had difficulty in speaking
2. Students lacked vocabulary
3. Students lacked enthusiasm in English

1.3 Limitation of the Problem

This study focused on the effect of using the Team Games Tournament model on students' speaking skills.

1.4 Research Question

In relation to the research upbringing, the problems that can be raised is as follows: Is there an effect of Team Games Tournament model on speaking skills of 8th grade students of SMP Negeri 4 Tanjungpinang?

1.5 Objective of the Study

The objective of this research, in relation to the chosen topic, is to determine whether the Team Games Tournament (TGT) model has a significant impact on the speaking skills of eighth-grade students at SMP Negeri 4 Tanjungpinang.

1.6 Significance of the Study

The advantages of this research study are as follows:

1. Theoretically

The findings of this study are expected to contribute meaningfully to the field of English Language Teaching (ELT) by enhancing existing theories through the application of the Team Games Tournament learning model in developing students' auditory sensitivity. Additionally, this research will offer valuable insights to listeners regarding the challenges encountered by learners of the English language.

2. Practical

a. Students

Gaining speaking learning experiences through the use of the Team Games Tournament model enables students to express their ideas in both small and large group discussions, thereby increasing their enthusiasm during the learning process.

b. Teacher

It can provide opportunities for students to learn independently and cooperate with their peers so that they can improve their own auditory comprehension skills.

c. Research

Gaining new insights into the Team Games Tournament as a cooperative learning model and enhancing student engagement in the learning process can serve as valuable preparation for becoming a professional educator.

1.7 Definition of the Key Terms

In order to avoid readers' misunderstanding of the sentences and words used in this study, the researcher provides definitions of keywords in the following explanation.

1. Ability

Speaking ability refers to students' skills in expressing their thoughts orally in English, using appropriate vocabulary and accurate pronunciation.

2. Team Games Tournament

According to Arends (Suprijono 2012), a learning model refers to an approach that includes learning objectives, instructional steps, and classroom management strategies. In this study, the Team Games Tournament (TGT) learning model is understood as a conceptual framework that outlines systematic procedures for organizing learning experiences, particularly aimed at enhancing students' speaking ability in recount texts.

3. Recount Text

Recount text is a text that tells a story or experience that has happened in the past, with the purpose of entertaining and providing information. Personal stories include funny, heartfelt, embarrassing, painful and thrilling experiences.

