

## CHAPTER III

### IMPLEMENTATION

The writer experience helped in order to lay the fundamentals of teaching practices. The first experience being as a teacher during PPL a high school in Yogya. The writer taught English in a high school in Yogya in class X Social 2. Before the learning practices carried out by the writer, in a few week ago the writer had done the observation. The aim of conduct observation is to observe the learning process English subject that conducted by English teacher in this school, to know the level of students in this class, the characteristics of students and to find out the methods used by the teacher to teach. Afterwards, from the previous observation the writer can make a plan for teaching and learning practice in the classroom, and the writer know what is needed by students, such as; students need an innovation and creativity of a teacher, thus they will feel happy and enthusiastic about learning English. In this case, the aim of using games to teach english is students feel happy and get engaged to the class. Games can called as a meaningful practice of language, which is the students can be exploited as follow-ups of the presented teaching material for practicing and reinforcing the required skills or knowledge, for revising and recycling already acquired skills, and as a testing mechanism in order to discover students weakness in their language proficiency. Based on the writer experiences, the writer gave students warming up with the music and picture, students were given exercise how to congratulate others based on the picture that the writer were showed on the screen. It was funny and attracted the students' interest. After warming up was ended, the writer delivered the material, then the writer asked students to write the kind of expressing congratulating others. Then, the material on that day was delivered by the teacher. The writer

as the teacher choose snake and ladder game after the material delivered by the writer. The students divided in a few group to play this game. Students' looked interested and engaged to the game/materials. In the end of the class, the writer gave an assignment for students to make a creative congratulating card.

The writer set up lesson plan according to the plan prepared. Lesson plan based on K-2013 consisting of 5 steps of learning, such as; observing, questioning, collecting information, association and communicating. Furthermore, the use of media was gave more practice and production. Thus, teachers could know the extent to which the material can be accepted by students. Therefore, to organize the preparation of classroom teaching, lesson plans and materials required to be made with the writer as the candidate of teacher

Sample of Lesson Plan:

**a. Inti**

- Explaining the definition of congratulating others.
- Teacher ask students the expression of congratulating others and the response.
- The teacher and students read the dialog of congratulating.
- Teacher gives students game snack and ladders, explain how to use snake and ladder game; such as; each player puts their counter on the space that says 'start here'. Take it in turns to roll the dice. Move your counter forward the number of spaces shown on the dice. Afterwards, you make a conversation about how to congratulate others based on the picture on the space. If your counter lands at the bottom of a ladder, you can move up to the top of the ladder. If your counter lands on the head of a snake, you must

slide down to the bottom of the snake. The first player to get to the space that says 'home' is the winner.

- Before the game is played, the teacher give the example how to play game snake and ladder game.

Sample of teaching

Picture 3.1.



The writter delivered the material.

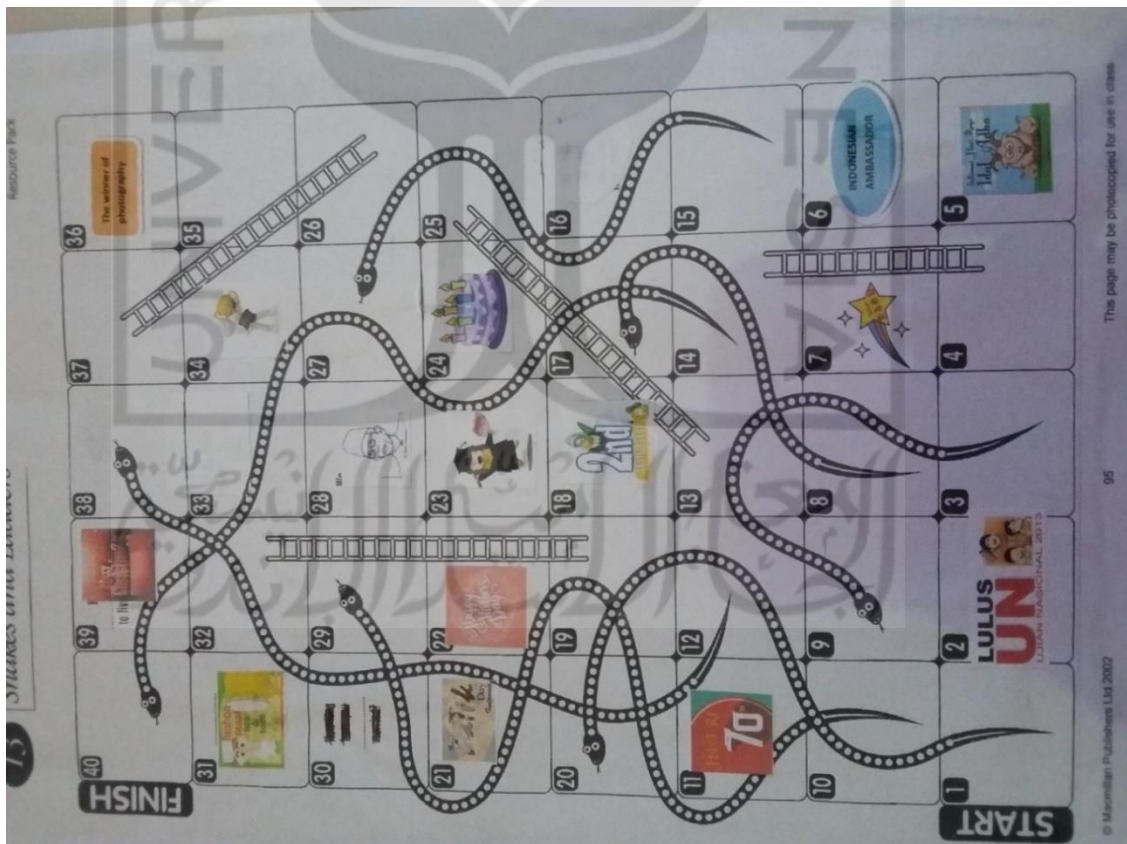
Picture 3.2.



The writer walk around to the class to making sure students understand about the instruction from the teacher.

Sample of snake and ladder game:

Picture 3.3



How to play snake and ladder game:

1. Each player puts their counter on the space that says 'start here'.
2. Take it in turns to roll the dice. Move your counter forward the number of spaces shown on the dice. Afterwards, you make a conversation about how to congratulate others based on the picture on the space.
3. If your counter lands at the bottom of a ladder, you can move up to the top of the ladder.
4. If your counter lands on the head of a snake, you must slide down to the bottom of the snake.
5. The first player to get to the space that says 'home' is the winner.

There are some problems that writer found when teaching-learning is conducted. The writer was too quick to explain the material given on that day, thus there are some students who were confused. Then, the writer still has difficulties in managing the class, therefore when the writer explains the material there are some students who are still busy chatting with their peers. In the class, when communicate one and another, the students still speak in Bahasa more than practice in English. The writer also encounter the difficulties in time management, the material has been given while the time to teaching is still long.

The writer cannot deny that still feel nervous at the beginning of the class, but the writer still try to make a good communication to students in order to reduce the nervous when the teaching-learning conducted. Learn a new language, trying to communicate and to use it is not easy thing. In reality, in order to encourage the students in the classes to practice communicating with each other freely in the target language, the writer trying to make students believe that they are freely to practice communicate and use English without caring about mistakes in using English, grammatical error and being confidence to use it. In some way, the writer as a teacher gives the examples of making mistakes, and then students realize that the

writer made mistakes and students can explain the right one. Through this way, the writer invite students to spot the writer' errors and reward them for doing that in playing snakes & ladders.

