

ABSTRACT

The School PPL Program is a compulsory subject in the PBI Study Program curriculum at UII as one of the prerequisites for graduating English Education students. To its implementation, the students who have been joint in each PPL School observe in an English language class, and then students are given the opportunity to practice teaching for a month. After observes, the researcher decides to use games in learning. The purpose of use games during the learning process is the result of observations when analyzing student characteristics. From observations found that, during learning activities students are less motivated in the learning process. This is because the class is monotonous. So, students feel bored during the learning process. Not only that, the researcher also found that students had visual and kinesthetic learning styles. From that observation, researcher decides to use the game in the learning process. To the conclusion of this observation, teaching learning process in a high school in Yogyakarta was not successful. The research is purposed to describe how to handle the difficulties of the learning by using game-based approach in the course of pre-service teaching through teaching English in SMAN 1 Turi. Hopefully, the research becomes an input to improve the quality of pre-service teachers' during teaching English.

Keyword: SMAN 1 Turi, Game-based learning, pre-service teachers'