

C. Implementation of Teaching Practice

In this section, I described the implementation and the steps of learning the English language using such as letter word games, PPT, situation cards, and portable speakers as authentic material. The researcher conducted this teaching practice in a secondary school in Jogjakarta, the main topic that the researcher taught is about congratulating and complimenting.

1. Letter Word Games

In this activity, I used letter word games for an ice-breaking section before entering the learning process by sticking it on a whiteboard and then guided students to fill the next word in any words that students know.



Picture 1. Letter Word Games

This game is played by dividing students in the class into 2 groups that contain approximately 10-15 members, then students take turns advancing to the front of the class to fill these word quickly and the first group that succeeds in completing is the

winner, every student who comes forward is allowed to fill in only 1 word with they want or know ex: C=cars, O=Orange, N=Nice, and so on. This game takes approximately 15 minutes. The learners are very excited to do this game, even some of the learners ask some questions that do not relate to the learning. From what has been stated, it can be concluded that letter word games are very engaging to learners.

2. PPT and Portable Speaker

In this activity, I used PPT and portable speakers, this activity aims to deliver the material of congratulating and complimenting, so that students can understand any situation and where they are required to use congratulating and complimenting sentences. In the PPT several explanations, examples, and assignments are made as interesting as possible so that students' attention is focused on the learning material. Portable speakers are used by researchers to support the tasks already listed in the PPT in the form of listening sections. PPT and portable speaker involves visual and audio, which makes learners enthusiast in learning and doing assignment, during the activity learners are active and excited. The activity takes approximately 45 minutes, but it depends if there are students who still do not understand or want to ask further questions



Picture 2. Portable Speaker



Picture 3. Power Point Material

3. Situation Cards

The last activity that I used to close activities is to use situation cards in which cards contain situation sentences. This activity is a final to check or find out whether students can understand the material being taught or not. Situation cards requires a minimum of 2 students to work on because it is a form of brief dialogue that requires them to come to the front of the class to practice it and this takes approximately 30 minutes.



Picture 4. Situation Card

For example, the card contains sentences: your friend managed to get a license to drive what you have to say to him/her, your friend has a birthday tomorrow what you have to say to him/her, and so on. This activity can improve their speaking skills, recognize the word, and earn new sentences, which this media is interesting and meaningful to the learners.

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