

CHAPTER I

INTRODUCTION

This chapter consists of Background of Research, Research Question, Objectives of Research, Definition of Key Terms, and Significance of the Research.

A. Background of Research

Byrne (1984: 1) states that writing is one of the language skills, used as a means of communication, especially indirect communication because the reader is not physically present. Brown (2001:335) also states that writing is the written products of thinking, drafting, and revising requiring specialized skills on how to generate ideas, how to organize them coherently, how to use discourse markers and rhetorical conventions coherently into a written text, how to revise text for clearer meaning and how to edit text for appropriate grammar and how to proposed by Brown involve the act of physical and mental, for example how to generate ideas, how to organize them coherently, etc.

Indonesia as an EFL (English as Foreign Language) face the difficulties to enrich the criteria of a good writing mentioned by Brown (2001: 275). This can be proved from the result of my pre observation in SMPN 2 GEDEG, many students thought that writing narrative text was difficult. The reason is they were silent and confused while looking at the blank paper and said they had no idea. They could not sit down quietly and talked with their friends about the writing assignment. They are lack of ideas, vocabularies, grammar, and confidence. The students stated that they got difficulties in remembering unfamiliar words.

Futhermore, the teacher i talked to during my pre observation said that

student's ability in writing was low because only 50% students who got minimal mastery criteria score (Kriteria Ketuntasan Minimal). The other reason is the teacher of English subject in this class focused employed on conventional method.

Those fact trigger the researcher to solve this problem and to find out its solution. One of the ways to solve the problems in developing writing skill is by practicing writing continually. In addition, the teacher needs to motivate the students and also creates an interesting method such as visual aid in teaching writing. In this way, the students will be interested in writing class. Kreidler (1965:1) states that visual aids can be useful for the language teacher because they (1) Create situations which are outside the classroom walls. (2) Introduce the students to unfamiliar cultural aspects. (3) Give reality to what might be misunderstood verbally by the students. (4) Change situations quickly and easily in a drill. (5) Provide decoration for the classroom.

Basically, the teacher can use all kinds of visual aids but the teacher must pay attention to the importance of the visual aid in the teaching learning process, the effectiveness of using the visual aids, and many more questions related to the used of visual aids. Any kinds of visual aids that teacher uses must make the students feel comfortable with the material or the class so they can easily understand the lesson. Kreidler (1965; 41) further states, using any kind of method has goal to give the students the opportunity to express their own idea, using the language pattern that they have learned. The students need this kind of opportunity in order to begin to use English in a way to enable them to express their ideas, interest, feeling and needs, clearly, correctly and confidently.

Based on the situation in SMPN 2 GEDEG, the researcher presumes that visual aid has an important function that the teacher can use in teaching and learning process. It also gives the students an opportunity to extend their ability and explore their talent. For example, by using English songs, movies, comics and other media makes learning English is more fun. Based on the previous research one of medias that can be used in teaching and learning is movie especially cartoon movie. Because first, cartoon movie can facilitate the students to listen the sound. The second, cartoon movie can help the students to remember, to get ideas about vocabulary and make good meaningful sentences because the pictures in the movie are very funny and attractive. The third, usually cartoon movie has the text to support and make it easy for student to learn vocabulary and understand about the story. The fourth, cartoon movie for students is familiar because they usually watch cartoon movie in their life.

Based on the previous research cartoon movie gain positive effect to students because by using cartoon movie in the beginning of the lesson will attract the student interest and they don't feel bored. Cartoon movie provides us an interesting story, unique characteristics and colorful pictures. After watching cartoon movie in the beginning of the lesson, they will feel relax and enjoy the lesson. This is the best time for the teacher to deliver or give the material about narrative text for the student, because the narrative texts materials are related to cartoon movie that will be seen by them. The researcher considers that it will make them easy in comprehending the material. The researcher chooses cartoon movie as a media because parts of the story is clearly presented by the dialogue and action, the story is interesting, and the researcher have confidence in that movie will give positive moral value for the student and will give positive effect in

helping them learn narrative text. The researcher be certain of that movies will attract student interest and motivation in joining writing lesson.

The researcher chooses the title “The Effectiveness of Cartoon Movie as Media to Teach Writing Narrative Text. (*An Experimental Study in the Second Grade Students of SMPN 2 GEDEG*)”.

B. Formulation of the Problem

Based on the above phenomenon, this research is aimed at giving answer the following problems: Is the use of cartoon movie as the media effective for teaching English narrative text to the second grade students of SMPN 2 GEDEG in the academic year of 2018/2019 ?

C. Objective of the Research

Based on the formulation of the problem above, the objective of the research is to find out whether using cartoon movie as the media in writing narrative text is effective to the second grade students of SMPN 2 GEDEG in the academic year 2018/ 2019.

D. Significance of the Research

The finding of this theoretical significance is expected to give significant contribution for the teachers, students, and others researchers. For English teachers, the findings of the research result can be used as a consideration in selecting the appropriate method or ways in teaching learning process for junior high school especially for improve student’s writing skill. Besides, it can be used to very such activities of writing that support and motivate their students. For the

students, this finding of the research can improve their writing skill and motivate the students that writing is not difficult. For the other researcher, the findings of this research can be used as one of the references in conducting research on English language teaching, especially in the implementation of the use of cartoon movie in writing narrative text.

The practical significance of this research is expect the students can be more active and communicative in learning together, become engage in their learning, learn a lot of material quickly, share information with other groups, minimize listening time, and individually accountable for their learning, especially in writing narrative text. The researcher can prove that writing narrative text is easy using cartoon movie as learning media.

E. Limitation of the Research

In order to avoid misinterpretation of the problems, the researcher would like to limit the scope of the study. The researcher want to know that cartoon movie as learning media effective for the student's writing narrative text. This cartoon movie that will used in this study is entitled "The Ant and The Dove". Because based on material the students learn is about fable. This study will be conducted in the Second Grade students of SMPN 2 GEDEG in the academic year of 2018/2019.

F. Operational Definition of the Terms

1. Effectiveness

According to Hornby (1974:277), effectiveness has an effect, able to bring about the result intend.

2. Cartoon Movie

Cartoon is any several forms of illustrations with varied meanings. On the other meaning of cartoon is an illustration in magazines and newspaper, and animated programs.

3. Writing

Writing is commonly seen as a three-stage process: pre-writing, writing, and rewriting. (Hamp, Lynons, Heasley, 2006:13).

4. Narrative text

Based on Savage and Mayer (2005:58) a narrative is a story. It has an introduction that engages the reader's interest, a body that gives details about the main event or action in the story, and a conclusion that describes the outcome.