Developing Snake and Ladder Board Game as Media for the 7th Graders' Speaking Practice at SMP Negeri 4 Nubatukan

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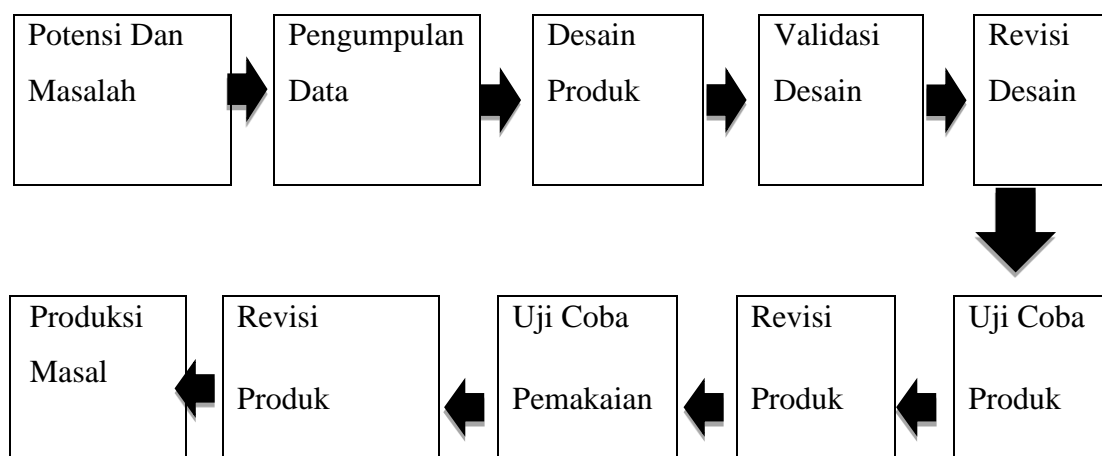| Informasi Artikel	ABSTRACT
	This study aims to develop and also find out the need for learning media in the form of board games as a media of speaking practice for the seventh grade of SMPN 4 Nubatukan with material material regarding gratitude, mentioning the name of the day, date, month, year, time and also the words of commands and prohibitions. This research is a Research and Development with 7 stages of research, namely: 1. Potential and Problem Analysis, 2. Data Collection, 3. Product Design, 4. Design Validation, 5.Product Revision, 6. Product Trial and 7. Mass Production. In this study, using a questionnaire to evaluate the quality of the learning media, the quality of the material and also the students' responses. ValidationThe quality of media and materials was carried out by a teacher at SMPN 1 Nubatukan and a teacher at SMPN 4 Nubatukan and then tested at SMPN 4 Nubatukan class VII with a total of 24 students. The results of this study are learning media in the form of a snake and ladder board game as a medium of speaking practice with some material regarding gratitude, mentioning the name of the day, date, month,year, time and also the words of commands and prohibitionsfor grade VII students. The assessment of the feasibility aspect of the media includes the "Very Good" category with a score of 64 and the results of the material feasibility assessment include the "Very Good" category with a score of obtained as many as 65 while the results of the feasibility of media assessment from subject teachers scored 55 and were included in the "Very Good" category. The results of student responses to this learning media got a score of 58.91 with the category "Very" Good" Based on the validation results, it can be concluded that this snake and ladder board game media is feasible to be applied in learning English as a media of speaking practice for class VII. Keywords: Developing, Snake And Ladder Boad Game, Media, Speaking.
Penerbit	
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INTRODUCTION

In the devolopment of the current era, education is elementthat improve human quality. Based on a survey from the 2017 Global Human Capital Report data, it is started that the order of education in Indonesia ranks 65 out of 130 countries so that Indonesian educational is categoried as being in the averange category and it is make Education is a very important role to ensuring the survival of the State and nation. This is in line with the Constitution of the Republic of Indonesia No. 20 of 2003 concerning the System National Education which states: education is an effort so that humans can develop their potential through the learning process or in other ways, which are known and recognized by the community.The development of theeducation in Indonesia has developed which can be seen from the
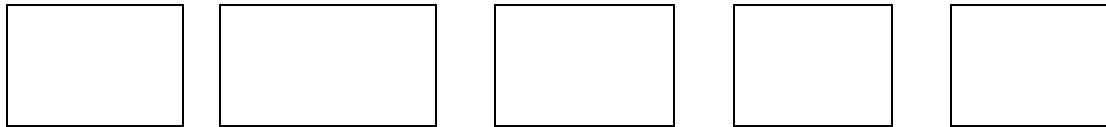
use of the 2013 curriculum used in educational institutions. The COVID-19 pandemic is a serious world problem and has certainly made various aspects of human life completely changed, including changes in the education sector. The current pandemic situation makes good learning usually done in schools changed by learning from home or online learning. This is an effort from the ministry of education and culture to prevent the transmission of the corona virus. In Laws Number 20 of 2003 concerning the National Education System article 31 which explains that distance education aims to provide education for community groups who cannot attend regular education. In this pandemic situation, researchers also found several factors experienced by students at SMPN 4 Nubatukan in the online learning process. Based on research at SMPN 4 Nubatukan, researcher found several problems when learning English in class VII. Student participation during class hours is very less, students feel English lessons are difficult and boring so they are lazy to follow English lessons, some are enthusiastic about learning but some are not. In addition, the main problem is that the students' speaking ability during lessons is also very lacking because the lack of practice speaking in English makes students afraid to speak and answer the question given because some of students can not speaking English Fluently. The use of teaching media is also of course a major factor in order to increase student interest in learning, even though in a learning situation from school home but learning is still in accordance with good learning objectives . According to (Daryanto, 2009) media is a means needed to support learning. From this description, the researchers tried to develop teaching media snake and ladder board game as a media for practicing English speaking which is believed to motivate students to speak, increase self-confidence and better understanding of English pronunciation in a fun way. According to Aggani Sudono (2003: 3) states that playing besides being fun also helps children to be able to understand scientific concepts and understanding.

METHODS

In this study, researcher used the Research and Development type. According to Sugiyono 2010: 297, it is a research method used to produce a certain product. This research was conducted by researchers, namely research and development of instructional media in the form of a snake and ladder board game as a media for speaking practice for seventh grade junior high school students, where the media that the researchers created would be validated by several experts, namely material experts, media experts and English teachers.

According to Sugiyono 2013: 409, explains that in research and media development there are ten (10) steps or stages that researchers must take, including potential and problems, data collection, product design, design validation, design revision, product testing, product revision, usage trials, product revisions and product trials.

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Potensi Dan      Pengumpulan      Desain          Validasi        Revisi
Masalah      →   Data         →   Produk      →   Desain      →   Desain
                                                                     ↓
Produksi         Revisi           Uji Coba        Revisi          Uji Coba
Masal        ←   Produk       ←   Pemakaian   ←   Produk      ←   Produk
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In research and development there are 10 steps of media development. However, in this study, the researcher only used 7 stages of research due to insufficient time and this research also still meant a simple study which included only 1 class of research subjects totaling 27 students, so the researcher adjusted it to the students' needs.

In this study, the researcher used 2 data instruments, namely through:
1) Interview
2) Questionnaire

According to Arikunto (2006: 151-152) states that a questionnaire is questions that are used to obtain information from respondents about their personalities or things the respondent knows about.

In the assessment of student responses, then get score through calculations with the following formula :

$$N = \frac{X}{Y}$$

Information :
N : Skor
X :Total Score Obtained
Y: Number of students

RESULT AND DISCUSSION

A. RESULT

1. Analysis of Potentials and Problems.

In an early stage research or initial step carried out by a researcher before carrying out development, namely identifying the potential and problems that exist in the research subject.

a) Potential Analysis.

At this stage, the researcher analyzes the potential into two parts, namely the analysis of the potential in the classroom and also the analysis of learning media. At the stage of the potential analysis in class, the researcher follows the learning process carried out in class VII, students in that class have the potential to active and courageous to answer questions and express opinions based on their analysis.

b) Problem Analysis.

When conducting observations in class VII SMPN 4 Nubatukan, the researcher found several problems in that class. First is the English language subject matter which is less effective in supporting their speaking in English, because lacks practice speaking in English. This is because the teacher focuses more on writing exercises, grammar and text comprehension so that speaking competence is still lacking.

2. Data Collection.

In this research stage, the researcher collected reference sources to support the development of learning materials such as the applied curriculum. To determine the material, reference sources are obtained from books print and modules used during the class VII English syllabus lesson at SMPN 4 Nubatukan, an Indonesian-English dictionary, as well as animated images and figures obtained from google. Next, analyze the syllabus in the form of SK, KD, Material and Indicators according to speaking skills.

3. Media Design

This stage, the researcher designed the product, which consisted of 2 stages, namely the preparation of the material and the preparation of the appearance of the media such as making flowchart and making storyboards. based on the flowchart, the researcher made a storyboard. First, at the material preparation stage, the researcher determined the material regarding gratitude, mentioning the name of the day, date, month, year, time and also the words of commands and prohibitions based on the syllabus and module used. In the process of developing this teaching media based on flowcards and storyboards by paying attention to background color selection, font selection, font color selection, animation image selection. Researchers chose red, yellow, blue, black, green, and brown as the basic colors of the media.

Based on the results of the media feasibility that researcher tested on students, an overall score of 58.91 was obtained. The results of this score are concluded or fall into the "Very Good" category and show that the snake game board media product. The ladder that the researcher produced is feasible to be used as a media for learning English in the classroom as a media for practicing English speaking for class VII SMPN 4 Nubatukan.

B. DISCUSSION

Based on the results of the trial of the snake and ladder board game product in 7th grade of SMPN 4 Nubatukan on Wednesday 9 June 2021 with a total of 24 respondents, the researcher got the result that this board game media is favored by students and the enthusiasm of students in learning with the media is also good. According to Sadaman, explaining that the advantage of using games is that games are fun, games can make students participate, games need feedback. Researcher found that during product trials, student responses were very positive and accepted using this media well. Students enjoy the lesson, they are very enthusiastic about answering questions and also ask about words they don't know yet, and there are even students who keep asking to play this game. The use of this snake and ladder board game provides an interesting learning concept and certainly helps students in practicing their speaking. According to Porenzo 1981, the board game is used to explain information. This board game media is made based on the age and level of student preferences. Students really enjoy it because of the different atmosphere in learning. Students even ask to continue to use this board game in learning in class. This explains that students are interested and like the concept of learning with games. This game media also presents simple subject matter that has been studied by students. The use of animated images in this media is made as attractive as possible so that it can attract students' interest in learning because according to Sadiman 1984:92, the principle of teaching media is to have vocabulary, image quality and also have a relationship with the material to be created in the media. Based on the results obtained in

this study, the researchers concluded that the snake and ladder board game media is a proper and effective learning medium to be used as a medium for students' speaking practice in class, besides that this media can help students be more active and feel relaxed in learning.

CONCLUSION

Based on the results of the validation of the material, media, subject teachers and student responses, it was concluded that this snake and ladder board game teaching media is suitable for learning language speaking skills. English with material telling time, cardinal and ordinal numbers, days, date, month, year, expressing thanks, prohibitions and commands for grade VII students of SMPN 4 Nubatukan. The results of material validation have obtained a score of 65 in the "Very Good" category to be tested, while media experts gave a score of 64 in the "Very Good" category so that the media deserves to be tested, and for student responses, researchers get a score of a total of 58.91 with the category "Good" or the teaching media for the snake and ladder board game is very suitable to be used as a media for learning English speaking skills during English lesson hours in class.

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