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# LANGUAGE GAMES: A MOTIVATIONAL TECHNIQUE IN ENHANCING SPEAKING ABILITIES AMONG YEAR 6 STUDENTS OF SEKOLAH KEBANGSAAN MANG SAMARAHAN, SARAWAK. 2008

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# ABU BAKAR BIN BUANG 2002377993

B. Ed. (Hons) TESL FACULTY OF EDUCATION UNIVERSITI TEKNOLOGI MARA SARAWAK CAMPUS

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## ABSTRACT

The purpose of this study was to investigate on how Language Games can help to enhance the speaking abilities among the Year 6 students of S.K Mang 2007. The process of data extracting for the research involved a Pre Test, Post Test 1 and Post Test 2 on the respondents of equal numbers comprising of 10 males and females. In addition to that, some observations were done at random. Responses and findings were analyzed in descriptive analysis in the form of graphs and charts. The findings indicated that there was a change in the speaking ability among the respondents by initiating speaking but surprisingly, language games helped a lot in providing the rooms, chances and confidence among the students to enhance the learning process thus ultimately improved on their speaking skills. Students preferred the interesting learning activities that were not too formal which gave them favourable opportunities to develop themselves. Some discussions and recommendations were forwarded on how to develop the students' speaking abilities and on how to improvise the research in future based on the current experience to suit for the better. The most significant considerations here would be the ability to develop speaking; and to promote, inculcate and sustain the interests in the speaking of English as the target language and to enhance the students' command of the language.

### **CHAPTER 1**

### **INTRODUCTION**

### 1.1 Background of the study.

Sekolah Kebangsaan Mang is situated in Kampong Mang a traditionally Malay village located in the Samarahan river basin that is approximately 80 kilometers from Kuching. Formerly the physical structure of the school was a wooden building sponsored by the World Bank in 1975. The total enrolment of the school at present is 205 students which is 100% Malays and Muslims. The surrounding villages in this predominantly Malay area are made up of Kampong Mang itself, Kampong Mang Seberang, Kampong Nakong and Kampong Roban that are the 'feeder' village to the students' enrolment in this school. Although S.K Mang is a boarding school but some of the students are also day scholars. Majority or 113 students of the boarders comprising of those from level 2 are from Year 4, 5 and 6. Currently, there are 30 staffs members whereby 18 are teachers and the rest makes up of the non-teaching personnel.

Based on 2005, District Education Office Samarahan, the majority or 81% of the students' family background are from the low income group of parents working as paddy planters and self employed. 19% of the parents are working in the industrial area in Kuching and the oil palm plantations within the village proximity. The students are 100% Bumiputras in status and students that exhail from this range of economic background –

## **CHAPTER 2**

#### LITERATURE REVIEW

### 2.0 Introduction

Students always perceive that learning a language especially the speaking skill in a second language can be a very intricate process. Educators on the other hand, will tend to find it strenuous in trying to make their students speak. It may not be an easy task but finding ways and means to make their teaching interesting to their students through the various activities they fathom should not be an oblivious obligation on the educator's part. The activities planned should motivate thus simultaneously involves the students' participation and should be fun as considerations when learning is concern. Among others are the activities such simulations, songs, story telling and even games that will attract the attentions, create interactions and above all stimulating student's participations. The researcher is optimistic when the correct and appropriate language games when properly exercised and implemented can give a promising result in motivating and thus improving the students speaking abilities. This study will endeavor and examine the theoretical analyses and empirical results on the use of language games as a tool to motivate students in their effort to stimulate their speaking abilities.