

# CHAPTER I

## INTRODUCTION

### A. Background of The Research

Education is one of the important sectors in building the welfare of the country. Irawati & Susetyo (2017) According to Law no. 20 of 2003 concerning the National Education System in article 1 states that education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and skills that needed by himself, the community, to develop all the potential possessed by students through the learning process.

Islam attaches great importance to education. In fact, Islam has always upheld science. Every Muslim has an obligation to seek knowledge. Because, their degree will also be raised by Allah SWT. One of the things that makes education an

important thing in Islam is when the Prophet Muhammad SAW taught the creed at Aqom bin Arqom's house. He has also made teaching literacy for 10 residents of Medina a condition for the release of every prisoner of war at Badr. as contained in the hadith of the prophet Muhamamd SAW narrated by Ahmad which is presented in the journal Syakhrani, et al (2022) which reads: "Whoever wants to desire the world, let him master knowledge. Whoever wants the afterlife, let him master knowledge. And whoever wants both (world and the hereafter), let him master knowledge.

Nurdyansyah (2016) mentioned that Professional educators can be seen from their expertise in delivering learning materials to students. In delivering effective and efficient material, an educator needs to be familiar with various types of learning methods so that they can choose the most appropriate method to teach a particular field of study. Professional educators not only think about what will be taught, but also about who receives the lesson, what is the meaning of learning, and how the ability of students to follow

the learning process. A teacher or lecturer in the learning process has the most important or central role in achieving learning objectives, namely as a designer as well as a manager of the learning process (Sohibun, 2017).

Through learning English, it is hoped that schools can produce students who are not only smart in Class that focused to Boarding School lessons such as learning Islamic books, learning to reciting Al-Qur'an, and other religious lessons. but also have the ability to compete internationally through English. This shows that English subjects have a very strategic and important value in preparing quality human resources. The thing that has been an obstacle so far in learning English is due to the lack of packaging for learning English with interesting and fun methods. Teachers often deliver material as it is (conventional), so learning tends to be boring and less attractive to students, which in turn results in unsatisfactory student learning.

On the other hand, Ernawati (2017) there is a tendency that student participation in learning is still low. There are at least three indicators that show this. First, students lack the ability to express opinions to others. Second, students lack the ability to formulate their own ideas. Third, students are not used to competing to express opinions with other friends. The three indicators above are also experiences that teachers often experience every time they teach English at MA Hidayatul Qomariyah Bengkulu. This condition is illustrated by the interaction in learning which generally only occurs in one direction where the teacher is the giver of information while the students are impressed only as listeners of the information provided by the teacher.

Krisdiyanto (2019) The existence of Islamic boarding schools is not something new. The image of Islamic boarding schools has also been well known for a long time. This is evident from the notion that pesantren are able to form individuals who have good morals and produce many cadres of scholars and preachers. However, all Muslim communities

in Indonesia still believe that Islamic boarding schools have an important role as an institution for broadcasting Islamic teachings in Indonesia. The transformation of Islamic boarding schools has also been tested from time to time. Pesantren education is the oldest education in Indonesia. As time goes by, Islamic boarding schools must indeed have renewal according to the demands of the times. Communities are increasingly getting broad opportunities to connect with the outside world in order to gain as much knowledge as possible, especially after the independence period. Islamic boarding schools also do the same thing, namely making contact with the outside world of knowledge.

In the field of education, Islamic boarding schools are better known as Islamic educational institutions in which there is a process of learning and teaching Islamic religious knowledge and also as an institution for spreading Islam. In Islamic boarding schools, Islam is a religion that not only teaches religious practices, moreover it only teaches the relationship between humans and their creators, but Islam

also teaches good behavior and relationships between humans.

In his writings, Abdurrahman (2002) explains 8 (eight) general patterns of Islamic education in Islamic boarding schools, namely as follows: Close relationship between kyai and santri; Simple way of life (zuhud); The tradition of the submission or obedience of a santri to a kyai; The independent character of a student; The development of a culture of helping each other and an atmosphere of brotherhood among fellow students; The nature of the high discipline; Willing to live to suffer for the sake of achieving goals; A life with a high degree of religiosity.

Currently, Islamic boarding schools have developed from urban areas to various remote areas, ranging from salafi, modern or a combination of the two. This development is particularly related to the Islamic boarding school curriculum. Islamic boarding schools are not enough to transfer religious knowledge, but more than that, which is to increase learning

capacity. The curriculum must be adapted to the development of science today and in the future. Because the Islamic boarding school education system in Indonesia is still a learning system that only uses the lecture method (Conventional), students sometimes feel bored as a result of Islamic boarding school lessons which tend to be a lot and include strenuous learning so that when they are faced with learning general subjects it will be less effective. (Komariah, 2016)

One of the alternative solutions to the above problems that may be implemented by educators is to carry out English language learning using learning methods that can increase students' activities in learning. The right method used in order to increase the learning activities of students is by using the active learning method. The active learning method is a perspective that considers learning as an activity to build meaning or understanding of experiences and information carried out by the learner, not by the teacher. With the Active Learning learning method, the English learning process is

expected to produce better academic achievements and lead to better abilities to establish social relationships and be able to speak English actively. Confucius introduced the idea of active learning since a long time ago. This is as quoted by Siberman (2007) with a simple statement as follows: What I hear, I forget. What I hear, see and ask about or discuss with friends or colleagues, I start to understand. What I hear, see, discuss, and do, I gain knowledge and skills. What I taught others, I mastered. The phrase was developed as a concept in active learning.

The game method is a way of presenting teaching materials in which students play games to obtain or find certain meanings and concepts. Through this method, students carry out activities (games) within the framework of the teaching and learning process, both individually and in groups. The play learning method prioritizes cooperation in solving problems to apply knowledge and skills in order to achieve learning objectives.



Based on the observations of researchers in the field, concluded that students need fun learning media so that the learning process in the classroom is more effective. for that game in English is an option that the teacher will use during teaching. Game is one technique to motivate students in learning English, it is very important especially in refreshing, and amusing students in learning so they will not make students bored while they are studying English. However, most of students do not realize yet that English is very important. Based on the above description, it can be understood that game is needed by students in helping them to increase their abilities in mastering English.

Furthermore, it also offers a great solution in which the students may be able to find the meaning and context in the language that they are learning. Furthermore, games demand interaction, which is essential for language itself, as a means of communication. Game promotes to practice English without making the students aware that they are asked to practice. The situation would not seem to be a threat because

it is performed in a relaxed and friendly competition atmosphere. This research is also based on the experience of the English teacher who teaches at that school. the teacher had studied English in Kampung Inggris, Pare. teachers say that this active learning method is very well applied to students.

So, this thesis aims to describe about the implementation of active learning model with english game. The researcher chose the students' at MA Hidayatul Qomariyah as the object of research on the grounds that they need games as learning media especially in learning English. Therefore, the researcher will conduct a study with the title "The Implementation of Active Learning Model with English Games in MA Hidayatul Qomariyah Bengkulu City"

## **B. Identification of the Problem**

Based on the background above, the researcher identified the problem as follows :

1. Islamic boarding school learning which is considered conventional in delivering material.
2. Students need learning methods that are enjoyable.
3. The application of active learning methods with English games which are considered to be learning media.

#### **C. Limitation of The Problem**

The limitation of the problem in this research is that the researcher only focuses on seeing the implementation of the active learning model. How is the process of implementation and use as well as the response from students and teachers during the learning process takes place. The researcher did not test the effectiveness of this learning model.

#### **D. Research Question**

Based on the background and identification of the problem above, the formulation of the problem are :

1. How the Implementation of Active Learning model with English Game and What are the Teacher's steps in

Implementing for students at MA Hidayatul Qomariyah  
Bengkulu City ?

### **E. Research Objectives**

Based on the formulation of the problem above, the research objectives are :

1. To Describe the Implementation Of Active Learning model with English Game for students at MA Hidayatul Qomariyah Bengkulu City.

### **F. Significance of The Research**

Based on the research objectives above, the research benefits are:

#### **a. For Researcher**

To find out the implementation of the Active Learning model with English Game against students at MA Hidayatul Qomariyah.

## **b. For Schools And Teachers**

- **For School**

As a contribution of ideas and learning innovations with the Active Learning Model with English Game for Students at MA Hidayatul Qomariyah.

- **For Teacher**

As a guide in the research of learning media and research tools, comparisons can be presented in carrying out learning at the Hidayatul Qomariyah MA Bengkulu.

## **c. For Further Researchers**

As a reference and comparison for students who want to do research on the same learning media.

## **G. Definition of Key Terms**

### **a. Active Learning Model**

- Mudjiono (2013) Active learning or active student learning, can be interpreted as learning that leads to optimization involving the intellectual and emotional aspects of students in the learning process that leads to knowledge, skills, attitudes and values.

### **b. English Games**

- According to Hadfield (1999) the game is an activity that contains rules, goals, and elements of fun activity that provides opportunities for children's learners to practice a foreign language in a relaxed and enjoyable atmosphere.