



## **IMPLEMENTING *HOT SEAT GAME* TO TEACH VOCABULARY AS A PART OF SPEAKING ACTIVITIES AT SENIOR HIGH SCHOOL**

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### **Abstract**

This article aims to explain how English teachers can use *Hot Seat Game* to improve the students' speaking ability at Senior High School. This *Game* aims to encourage students to be more active to speak English through group activities. To play this game, teacher by deviding students into several groups of 4-5 students. The teacher will choose one student to become a *Hot Seat Member*, and give the students questions. The questions given by the teacher can be a picture or cards that contains the words. The student who become a *Hot Seat Member* will guess the picture or the card without looking at it. Through *Hot Seat Game*, students will be encouraged to speak English to give signs to his friend who became the *Hot Seat Member*.

**Keywords:** *Hot Seat Game*, *Hot Seat Member*, Speaking Ability, Senior High School.

### **A. INTRODUCTION**

Speaking is an essential skill in human communication. It is one of the skills beside listening, reading and writing that should be mastered by those who learn English. Nunan (in Rachmawati, 2013: 1) states that "mastering the art of speaking is the single most important aspect of learning a second or foreign language and success in measured terms of the ability to carry out a conversation in the language." By mastering speaking, it will be easy for the students to communicate and share information.

Considering the importance of speaking skill, many teachers try to train their students to speak well by designing an English day in school or English club such as the one found in Senior High School Pembangunan UNP Padang where the students are encouraged to practice speaking English actively. To enable them to speak, teachers send their students to join English-related competitions such as story telling, debate, and speech. Despite the motivation given to the students to practice speaking, it was found that there are still many students who cannot speak English well. The reasons are that they have little motivation and are too afraid to speak

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English with their friends. It is a challenge for the teacher to provide enjoyable activities in the classroom. In addition, Putri and Fitrawati (2018) states that game are an extremely effective way of motivating the students in the classroom.

To the writer's knowledge, there are several factors that make students afraid to speak English. Firstly, the students lack vocabulary. Consequently, it will be difficult for them to convey their ideas. Okselina and Anwar (2018) states that without having sufficient amount of vocabulary it is unlikely that one can communicate fluently for verbal and written communication. Moreover, the atmosphere of the class does not encourage them to speak English. For example, teachers do not give the lesson with a variety of methods and cannot make student feel free to speak English in the class as they do with their friends outside of the classroom. Finally, students don't have self-confidence to speak English.

Firstly, the students lack vocabulary. The lack of vocabulary mastery is noticeable when some students still try to think about appropriate vocabulary when they are talking to their peers. In addition, there were still many students who could not answer the teacher question, the keep asking the teacher to translate it into their mother tongue (Bahasa). Furthermore, when the teacher asked them some question in English, some of the students could understand the meaning of what the teacher said but they could not answer it by using English. It caused some students did not try to improve their English vocabulary by reading regularly of English material such as newspaper, story, dictionaries and etc. Reading regularly will help them to understand the meaning of word in context.

Secondly, the atmosphere of the class does not encourage students to speak. In addition, the amount of students in the class are usually over 15 students in the class. It is make they have little change to practice speaking English in the class. Teacher also can not give complete attention for them to speaking English. Furthermore, the students afraid to make mistake when they speak English. It caused some students will usually embrace their friends for a laugh if their friend have mistaken when they speak English.

Finally, students don't have self-confidence to speak English because they still feel ashamed to express their ideas in front of their friends. Jones (in Buitrago Tinjaca and Ayala Contreras, 2008) states this phenomenon in language learning situation as a fear provoked when the learner is asked to speak in the second or the foreign language in public, with the risk of social embarrassment. In this case, the teacher should apply the interactive teaching techniques to engage their students to be active in the speaking class without problematic situations for them.

There are several reasons for teaching speaking is also clear from the quote of Jeremy Harmer:

'There are three main reasons for getting students to speak in the classroom. Firstly, speaking activities provide rehearsal opportunities - chances to practice real-life speaking in the classroom. Secondly, speaking tasks in which students try to use any or all of the language they know provide feedback for both teacher and students. Everyone can see how well they are doing: both how successful they are, and also what language problems they are experiencing. And Finally, the more students have opportunities to activate the various elements of a

language they have stored in their brains, the more automatic their use of these elements become.’(Hammer, 2007)

*Hot Seat game* is a game played by a group of 4-5 students. One student will be chosen to guess a word or picture given without looking it and the other students will help him by giving a clue about the word or picture. Hence, students in that group will be active to speak because they have to give some clues for their friend in the hot seat. For that reason, *Hot Seat Game* is an effective technique to engage the students to speak English. This game will encourage students to be more active in speaking English because this game provides the group activity. Group activity will encourage students to increase the individual speaking and cooperation skill. Harmer (in Rachmawati, 2013: 2) says that this game is a group work, so it increases the amount of talking for individual students, encourage broader skills of cooperation and negotiation, and promote learner autonomy by allowing students to make their decisions in the group without being told what to by the teacher.

### **B. Definition of Speaking**

Speaking is the process of building words to convey meanings. According to Chaney (in Kayi, 2006: 1), speaking is the process of building and sharing meanings through the use of verbal and nonverbal symbol in a variety of contexts. By building and sharing meanings, people can express what are stored in their mind. All people have many ways to express their idea, be it through verbal or nonverbal symbol.

Nunan (2003: 48) states that speaking is the productive oral skill and consists of producing systematic verbal utterances to convey meaning. Therefore, speaking, according to Nunan, is emphasized on a systematic verbal utterance. The utterances are things that people say. People do not need to think deeply to express their mind, but they can say it by a simple thing. For example, people utter “water” when they are thirsty.

Florez (in Bailey, 2005: 2) says that “Speaking is an interactive process of constructing meaning that involves producing, receiving and processing information”. The process of speaking is not only about producing information but also receiving information and giving feedback for a response of information. For example, in conversation, two people give and receive information”.

It can be concluded that speaking is the process of sharing and receiving information between speaker and listener. Based on the definition of speaking above, *Hot Seat Game* is played by group of students try to make the proses of sharing information enjoyable.

### **C. Teaching Speaking**

Rahmah and Adnan (2017) state that the purpose of teaching speaking is to improve the oral production of the students in expressing themselves, making interaction and conveying information through English. Teaching speaking should improve students’ communicative skills because only in that way can students express themselves and learn how to follow the social and cultural rules appropriate in each communicative circumstance (Kayi, 2006). It means teachers

should improve students' speaking skill so that they can express their ideas in real life activities. Therefore, teachers should provide effective techniques to apply in the classroom based on the principle of teaching.

#### **D. Hot Seat Game**

*Hot Seat Game* is an interactive speaking activity that gives students opportunities to interact in English, to practice certain grammatical structures or vocabulary, and to get to know each other (Young, 2005). *Hot Seat Game* can improve students vocabulary and their opportunity to interact with other friends in the class. Moreover, Klear (2011) states that " *Hot Seat Game* is an incredibly easy game to set up and does not require a great deal of preparation for teacher.

In summary, *Hot Seat Game* as the interactive speaking game that gives opportunities to the students to interact and practice with other in order to improve their speaking skill and vocabulary.

#### **E. DISCUSSION**

##### **1. Preparation in using *Hot Seat Game* to Improve Students' Speaking Ability**

*Hot Seat game* is one of the techniques to encourage students to speak English. This game will help students to guess the word by an explanation from their friends and improve their ability to speak English. It is appropriate for all kinds of text learned in senior high school, so this game will help the students to understand the text. Before applying *Hot Seat Game*, the teacher needs some preparation before the class begins. The teacher needs some cards or pictures in medium size that can be glued on the whiteboard. The cards or the pictures should be appropriate with the text that will be learned in the class. The number of cards or pictures is based on how many groups and cards will be given in that game.

##### **2. The Procedure of Using *Hot Seat Game* to Improve Students' Speaking**

There are several steps that will be implemented in teaching *Hot Seat Game* in the speaking class. Firstly, after checking the students' attendance list, the teacher give motivation about how to speak English enjoyable. The teacher should strongly motivate students so that they can be interested to express themselves in the activity. Consequently, the students can reduce their anxiety of speaking.

After that the teacher explains about *Hot Seat game* briefly to the students. After that, the teacher splits the class into different teams that consist of five or four students. Then, the teacher asks the students to make a circle and sit facing the board. The teacher gives a text or pictures in different topic for each group and asks the students to discuss and understand it in five minutes.

Then, the teacher takes an empty chair one for each team and put it in front of each group, facing the teams' members. These chairs are the "Hot Seats". The students who sit in the "Hot Seat" are called *Hot Seat Member*. Teacher asks the teams to choose who will become hot seat member. *Hot Seat Member* cannot see the whiteboard while the game takes place.

After the students sit in the right position, the teacher starts telling the rules of the game. To make sure that the students understand the rules, the teacher gives one trial. Teacher gives one word or picture to the students and asks them to describe it

to the *Hot Seat Member* in English. The teacher reminds them to always give the clue until the *Hot Seat Member* can guess the word.

After all rules are clearly explained, the teacher writes the words and glues the picture clearly on the board. The student in the hot seat listens to their team members and try to guess the word or the picture. The teacher gives the point for the teams as many as the pictures correctly guessed. The teams that collect most points will become the winner of the game.

### 3. The Example of *Hot Seat Game* to Improve Students' Speaking Ability

The teacher splits students into several groups. Teacher takes empty chairs-one for each team-and put it in front of the class, facing the team members. These chairs are the *Hot Seat*. Then the teacher gets one member from each team to come up and sit in that chair, so they are facing their team-mates and have their back face the board. Next the teacher list some vocabulary items wanted to be used in this game. The students who sit in the *Hot Seat* can not see the words. They will listen to their team-mates and try to guess the word. The first *Hot Seat Member* that can say the word will win a point for their team. Then the teacher changes the students over, with a new member of each team taking place in their teams' *Hot Seat*.

Here is the illustration.

Teacher : We are going to play a game called *Hot Seat Game*. Now make a group into five : A, B, C, D, and E!

Students : Yes, ma'am. We will do it.

Teacher : Finished? Now, choose one member who will become a *Hot Seat Member*!

Students : Yes, mam. We will do it.

Teacher : Finished? Now, *the Hot Seat Member* please sit on the chair that back face the board.

Students : Ok Ma'am.

Teacher : I will write the word on the whiteboard. So, the *Hot Seat Member* will guess it based on the clues from their team-mates. (Teacher glue the word “Malin Kundang” on the whiteboard)

Hot Seat Member: What is that?

Student A : He is a man

Hot Seat Member : Is he a pilot?

Student B : No, he isn't. He has a mother

Student C : He comes from Padang

Hot Seat Member : Is he a teacher?

Student D : No, he isn't. He does not respect his dmother.

Student E : He got a punishment from god.

Hot Seat Member : Is he Malin Kundang?

Teacher : One point for this team!

While the game takes place, the teacher gives the points for the team and correct the students' grammar. In the end, the teacher announces the winner of the *Hot Seat* game.

## F. CONCLUSION

Speaking skill is an essential skill that can be learned by using a number of methods, one of which is a game. Game will help student to learn speaking english in a relaxed way. It will be easier for students to speak in a relaxed activity and helps them to communicate or negotiate with others in a foreign language.

*Hot Seat Game* encourages students to be more active in the speaking class. It also makes students more critical to express their opinion in the speaking activity. This game also makes the students learn how to do negotiation and teamwork with their friends. The teacher only needs to facilitate and lead the students to be active in this game. To conclude, *Hot Seat Game* will make students enjoy speaking class and improve their speaking skill.

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