



## **USING JUST A MINUTE GAME TO IMPROVE STUDENTS' SPEAKING ABILITY IN SENIOR HIGH SCHOOL**

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### **Abstract**

This article discusses about an interactive game that can encourage students to speak communicatively. The game named Just a Minute Game. Just a Minute game is a simple game but effective to improve students' speaking skill. The rule of the game is the students speak in one minute about a topic given by teacher without hesitation, repetition, and deviation. If the students break the rule, the other students can take the chance by saying "Challenge". The teacher can choose the students who will continue the speech with the same topic. The student who can speak in one minute without breaking the rule will be the winner of the game. Through this game, the students are expected to be interested in learning English, especially in speaking.

**Key Words:** *Know Want Learn Strategy*, Membaca, Pengajaran membaca

### **A. INTRODUCTION**

Reading is one of the four important language skills that should be mastered by students. Through reading, the students can increase their knowledge from books, newspaper, magazine, journal or article. The students who like reading will have more knowledge than the ones who do not. Beside that, by reading the students know the importance information. Also they can share information from what they have been read to other students. Reading will provide the students with a lot of information about the world that will give contribution to their success in study and in life later on.

Speaking is one of the English language skills that should be mastered by senior high school students. It is very prominent for students because they need it to communicate and interact with others in spoken and oral form, especially in this modern society and global communication. Most of the sectors such as school, office, factory, entertain, health center, politic, and business need the English language.<sup>1</sup>

In fact, to master the speaking skill is not easy. Most of senior high school students have difficulties in speaking. Some of them are not able to express their feeling and ideas orally in English, which are required by the curriculum. They still use Indonesian or mother tongue in communication during English class.

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There are some problems that make the students have difficulty to express idea in English and have poor participation in speaking activities.

The first problem is that the students are afraid to express their ideas in English. They are shy to talk in front of the class because they are afraid their friend will laugh at them. They get stuck because they have no self-confidence in speaking. They only speak when the teacher conducts speaking test although it seems that they only memorize it. In addition, the students who can not speak fluently will feel inferior to the students who can speak fluently. Only certain students speak actively during teaching and learning process while the others only silent or use Bahasa Indonesia.

Second, some students find English class very boring and not interesting. Teachers don't have creative way in teaching speaking. It makes the students get bored, do not pay attention and difficult to understand, so that they do not give any respond. The teachers use the same strategy every day and make the class monotonous. They just use textbooks which make learning become boring and ineffective. As a result, it makes their students lazy and sleepy during the English class.

The third problem is the lack of media in teaching. Good media would engage students interest with the topic and should achieve the objective of teachers and learning process. Engaging students with interesting media is very important to lead them stick to the topic until the end. In fact, the teachers are rarely using interesting media in their teaching. The teachers tend to use questions and answers in teaching learning process. Consequently, a few students, involved in learning process but the others just attend the class without giving contribution.

Actually, English class doesn't have to be limited to instruction from textbooks or class discussing. It is important for teachers to guide the students to be active in English class. Teachers can add some fun activities in the class by introducing some games that can catch students' attention and help them brave to speak. According to Lee (1995) game is an enjoyable activity which has important virtues. Games banish boredom and give simulation and entertainment to the learners. Ersoz (2000) also explains that language learning is hard task which can sometimes be frustrating. Constant effort is required to understand, produce and manipulate the target language. Well-chosen games can give the students a break and at the same time allow them to practice language skills.

One of the games that the teachers can play in the class is Just a Minute game. It's very simple to prepare and great fun to play. According to Gayathri (2015) Just a Minute game is a suitable practice for students with good communication in order to increase their creativity. By using this game, the students can learn by playing which can give the positive effect on student's interest and motivation in studying English as well as to develop their speaking ability.

## **B. DISCUSSION**

### **1. Using Just a Minute Game in Teaching Speaking at Senior High School**

Just a Minute Game introduces an effective way to make the students speak during the class. This game can be used in a small or a large group. The student

has to speak for 60 seconds about the topic given without hesitation, repetition or deviation. While they are speaking, they can be challenged by another student who think that the speaker has hesitated, repeated word or phrase or deviated. Hesitation is the easiest challenge, awarded if the speaker um... and aah.... For repetition speaker is not allowed to repeat any words or phrases which are not in the topic itself. The student should get very good at adapting their words to avoid repetition. Deviation is a tricky one. A challenge can be lodged if the speaker goes off the given topic.

If the challenge is successful, the challenger is given a point and must continue speaking on the same subject in 60 seconds with the same rule. The winner that can get bonus point is the one who succeed to do his/her speech without repetition, hesitation, and deviation in a minute.

## 2. The Implementation of Just a Minute Game in Teaching Speaking at Senior High School

### a. Teacher's Preparation

Preparations and lesson plan are important before teachers teach the class and to make sure that teachers are guided with what they have planned. The teaching and learning activities will be successful if the teacher has a good preparation before starting the study in the classroom.

Applying Just a Minute Game in teaching speaking is very simple but skillful. Here, the teacher just needs to prepare the topic to be given, stopwatch, and bonus points for students. Teacher should choose a good topic which challenges the student's vocabulary. The topic can be very simple. For example "Describing a famous person". The topic should be suitable with the student's ability.

#### a) Preparing Material

Firstly, the teacher should choose the topic based on the syllabus. In this case, the topic is describing famous people. Since describing something is a quiet difficult for students, the writer suggests Just a Minute game being an alternative in teaching descriptive text.

#### b) Preparing Media

After choosing the topic, the teacher should choose a media to present the material about descriptive text. In this case, the teacher can present the material through projector and laptop. Teachers prepare some videos and pictures of famous people in the world. The videos and pictures are used as the media to introduce the topic to the students. By using these media the teacher can activate the students' background knowledge about the topic and they can use their experience.

The teacher can also provide printed pictures if the class is not supported by the technology. The media should be prepared well so that the process of teaching and learning will run effectively. The picture below can be an example to introduce the topic.



c) Preparing a Lesson Plan

After selecting the material and preparing the media, the teacher needs to prepare a lesson plan. Lesson plan is a guideline for teacher so that the lesson runs systematically.

b. Procedures of Teaching Speaking Descriptive Text by Using Just a Minute Game

In applying this game, the teacher can divide the teaching process into three stages, they are: pre-teaching, whilst-teaching, and post-teaching. This division will make the teacher easier to manage the time for each parts.

a) Pre-teaching

In this stage, the teacher should prepare the students, both psychologically and physically to join the learning process. The teacher needs to create a good atmosphere to make the students enjoy to study. The teachers can start by greeting the students and asking their condition to build a good relationship with them.

After that, the teacher should check the student's attendance. Then, she has to review the previous lesson and recall what they have learnt from the last meeting and make a connection with the material that they are going to learn today.

b) Whilst-teaching

Whilst-teaching is the most crucial part in teaching because the teacher will play the game in this part. This is the core activity during the process of teaching and learning. According to Kemdikbud (2013), there are five steps of applying scientific approach in teaching learning process, they are: observing, questioning, collecting information/experimenting, associating, and communicating.

a. Observing

In this opening activity the teacher needs to engage students with the topic. This is vital because if teachers lost the attention from students, it might be hard to get them involved. Thus, teacher should use interesting media to catch their attention. Here, the teacher presents the material through the videos and pictures. By showing the interesting media related to the topic, the teacher can stimulate and activate students' background knowledge about the topic.

In this case, teacher presents a picture and a video about Jokowi. In this phase, students should pay attention to the picture and video, and observe them for a few minutes. After presenting the picture and the video, the teacher lead a discussion

by asking some simple questions in order to check if they are understand or not. Here are some questions that can be used:

- a) Have you ever seen the one in the picture?
- b) Where did you see him?
- c) Who is he?
- d) Where does he come from?

b. Questioning

In this phase, the students can ask the teachers or their classmates about the information in the previous media that they do not understand. For example, the students ask the teacher about new vocabulary or grammar.

c. Experimenting/ Collecting Information

In experimenting, the teacher asks the students to find the answers of their questions. They should collect the information through available resources that they have prepared such as book, Internet media, newspaper, and magazine inside the class. Here the teacher as a guide should lead all of the students to do their tasks.

d. Associating

In this phase, the teacher asks the students to make a conclusion from the information that have been collected. They can associate information from some sources to make a good conclusion, then present their conclusion. After presenting the conclusion, the teacher has to correct their conclusion and give explanation about the material.

e. Communicating/ Networking

Communicating phase is the best time for students to apply the new knowledge that already given by teacher. Here, the students present their conceptual understanding orally. The teacher plays Just a Minute game in this phase. First, the teacher asks students to sit a big circle and explains what they students will do. Next, the teacher explains the rules of the game. It starts from the first student who has to speak about her/his experience in a minute. This student must speak without hesitation, repetition, and deviation. If the student hesitates, deviates or repeats, other students can interrupt her/him by saying “Challenge”. The challenger may not change the topic. Once the challenger has completed their minute, the teacher should givethem a bonus point which will be tallied on the board. While the student is speaking, their classmates should respectfully listen. During this time, the teacher can encourage the speaker, especially if they are of a lower level.

After explaining the rules, the game can be started. The teacher asks the first student in the circle to give a speech regarding to the topic, “Describing Jokowi”. This student has to speak for a minute without hesitation, repetition or deviation. If the student hesitates, repeats, or deviates while speaking, other students can compete her/him by saying “Challenge”. The teacher should decide the student who will continue the speech. The student who can speak successfully

without breaking the rule will be the winner of the game. In this phase the teacher can assess the students' speaking ability especially in describing someone.

c) Post-teaching

Now this is the last phase where teacher should make students enjoy more after doing activities. Teachers may ask students about their performance or their friends' performance as well. Teacher should mention that students' must comments with positive attitude and just use words that build confidents to others. This would help to speak their thought in positive ways. If possible, teachers summarize the lesson and close the class.

3. The Advantages of Using Just a Minute Game in Teaching Speaking

There are some advantages using Just a Minute Game in teaching speaking. First, it helps students to develop their confidence by challenging them to speak in front of an 'audience', their classmates and their teacher. The game is also good fluency practice. This is especially true if the teacher gives bonus points for especially impressive word choices. Depending on the topic, the game can also become good practice for specific lesson (sports, buildings in a city, hobbies, family, and so on). There will also be quite a lot of 'filler' language required, while the student is thinking about what to say next. A quick feedback session after each contestant has finished or at the end of the game it self, can help correct problems without interfering with the main objective of enhancing fluency.

## C. CONCLUSIONS AND SUGGESTION

1. Conclusion

Just a Minute Game is a good activity in developing students' speaking skill. It is very useful and applicable to use in speaking class. This game is an effective way to make students speak during speaking class. It will give the students opportunity to practice their English skill.

Applying Just a Minute Game is not difficult. Teacher only prepares some interesting topic and a stopwatch. In pre-teaching, teacher activates students' background knowledge of the topic and gives some warming up questions. In this activity, teacher makes the students know what they will learn. In whilst-teaching, teacher explains about the teaching materials and applying Just a Minute Game. In post teaching, teacher asks students to give their comments about their friend's performance and corrects their mistakes. After that, teacher reviews and asks the students to summarize what they have learned. Here, the students can share their idea to another friend.

By playing this game, the students can develop their confidence because they have to speak in front of their friends and teacher. In addition, it also gives good impact to their fluency. This game also becomes a good practice for specific lesson. At last, it is an interesting strategy for students because the teaching learning process should be attractive and interesting in order to developing students' speaking ability in the classroom.

## 2. Suggestion

The teacher should have prepared well before the teaching process begins, for example the materials, syllabus and the aids to support her or him in explaining the topics. The teacher can use aids such as laptop, OHP, video, printed pictures and so on. The teacher must be creative in choosing topics for this game in order to make the learning process run well. The teachers also must give motivation to the students to be more active in expressing their ideas. Then, the important thing is the teachers have to make the class attractive and fun, so the students will not feel bored in learning process. Last, the teacher should give feedback to the students to evaluate the students' development.

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