

CHAPTER I
INTRODUCTION

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This chapter discusses the background of the study, problem statement, objective of the study, significance of the study, scope and limitation and definition of key terms.

1.1 Background of the Study

Learning English as foreign language in Indonesia is very useful to learners. Therefore, the government gave attention to education. So English is taught earlier since elementary school or kindergarten. At elementary school, there are two required skills to be achieved by the learners. They are speaking and reading. As we know that, the purpose of learning English is to help students communicate. Therefore, the learners have to master speaking ability. Besides reading is one of skills to develop speaking skill.

In reading, there are many materials that is taught to students in the first level such as alphabet, recognize letter, number, etc. In the first level, learners will get difficulty to remember each letter and pronoun them. Therefore, teachers have an important role. Teachers have to do approach and can guide students to learn reading material. Strategy that can be used by teacher to make learners more easily to understand is literacy instruction.

Literacy is the ability to use the symbol of a writing system. Most teachers do learning activity by giving the example of the pronunciation of word and then ask students to repeat any instructions given. This method can be used, but

sometimes students also feel tired and bored if they have to repeat any material word by word from the teacher. So, here the researcher wants to create and develop a material with a more enjoyable strategy.

Nowadays, there are many games for kids have been applied using computer such as puzzle, crossword and etc. Most of people think that the function of computer is only to help them in typing the kinds of document, browsing or chatting in internet, and also playing games. They do not really know that it has other functions such as operating multimedia CD-ROM that provides materials which especially can help them in learning some other things as like language, science, etc.

Autorun is a way in teaching and learning second foreign language which uses computer as the media. It is designed to help students in learning languages. In Indonesia, most of the teachers are still using the old strategy because they do not know deeply about the benefits of computers in particular autorun.

The researcher would like to focus on learning the English language reading materials especially in first grade of primary school. Literacy instruction is one of the basic skills to master in reading, here the researcher wants to make interesting material for learning process. The researcher uses auto run as media to create more interesting material for elementary school. With autorun, the researcher aims to teach reading by literacy instruction with a focus on visual objects and animation. It is expected to make the students feel fun in learning English.

1.2 Problem Statement

The problem statement is “how to develop literacy instruction by using integrated CALL for Elementary school?”

1.3 Objective of the Study

The objective of the study is to develop instructional literacy material using integrated CALL for elementary school.

1.4 Significance of the Study

The result of this research is expected to give contribution to teaching and learning reading and give benefit for the theoretical and practical significant.

For the theoretical significance, first, the product can be collected as one of developing literacy instruction materials and also have been developed to be an interesting literacy instructions material. Second, the result of the study can enrich the theory of material development.

For the practical significant, first, this research is expected to develop literacy instruction materials for teaching English at elementary school. Second, it will prove how the effectiveness of the computer learning strategy improves the students' ability in reading, especially young learners.

1.5 Scope and Limitation

In order to make the discussion more specific, the researcher gives the scope only in developing literacy instruction in reading material using CALL “Auto Run” for elementary school at first grade for 1st semester. The researcher

aims to teach about literacy instruction with a focus on visual objects and animation.

The researcher limits the scope of literacy instruction. The limitation is on some materials in the 1st semester. They consist of alphabet, number, part of body and family. To make those materials interesting, the researcher wants to design this material with animation, clip, and picture that make student fun in teaching learning process.

In developing literacy instruction using CALL “Autorun”, that when students begin operating the computer, there will be some animations related the topic with its name. After clicking it, there are some choices based on the topics in every topic there will be an animation picture with the explanation about how to pronounce some words. In the last slide, there are some exercises to make the students more comprehend, know how to pronounce and read every words based on the topics.

1.6 Definition of Key Terms

To avoid any misunderstanding about the problems that terms are defined as follow:

1. Literacy instruction is one of abilities to learn about how to pronoun some words. It is developed to help the students know and comprehend in interesting media of learning. The instruction include in some steps. First, listen and know based on the topics, Second, imitate the sound, guess pronounce of each word based on the picture.

2. CALL is a process in developing material by using Autorun software which is contained some menus such as goal of activity, some letters and words with its animated, video, and picture. The steps are; play video based on the topics (alphabet, number, family and part of body), appear some vocabularies, imitated based on the sound, and guess pronounce of each word.