

IMPLEMENTING GAMES IN TEACHING ENGLISH TO YOUNG LEARNERS IN INDONESIA

A THESIS



By:

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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
TEACHER EDUCATION FACULTY
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JUNE 2023**

Implementing Games in Teaching English to Young Learners in Indonesia

A THESIS

Presented to Teacher Education Faculty
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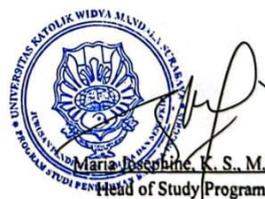
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STATEMENT OF AUTHENTICITY

I declare that this thesis is my own writing, and it is true and correct that I did not take any scholarly ideas or work from others dishonestly. All the cited works were quoted in accordance with the ethical code of academic writing. I will take all the consequences if plagiarism is found in this thesis.

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ABSTRACT

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English is an international language that is learned and taught in many countries, including Indonesia. Knowing that many teachers are still find it difficult to create an appropriate environment that can encourage young learners to learn English and make them participate actively, implementing games during the process can be one of the solutions. The objectives of this study are to find out the use of games to teach young learners from the perspective of English teachers, including how the game is used in the classroom, how to select suitable games, and the challenges faced when implementing games in the teaching and learning process. The participants were three English teachers in the elementary school, chosen by using purposive sampling. The type of this research is qualitative descriptive study. The instruments used in this research were a set of interview guide and an unstructured interview. The research findings showed that the steps to implement games are choosing suitable games, setting up rules, and demonstrating how to play it to the students. In addition, to select the suitable game, teachers must consider some important aspects, such as the teaching objectives and learning goals, the topic or material, the duration of the game, and the class condition. Besides that, it was found that the participants faced a significant challenge related to classroom management when implementing the game. Therefore, based on the findings, the researcher gives some suggestions for the teachers and future researchers.

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