

CHAPTER I

INTRODUCTION

1.1 The Background of Study

Currently, in the 2013 learning curriculum, students are expected to master four skills to be able to use English well, they are reading, listening, writing and speaking skills. One of the most useful skills a person has in both academic and social life is the ability to read. Rezeki (2020: 2233) states that reading is a person's ability to pronounce, pronounce, spell, and understand critically and evaluatively the entire content of reading.

Reading is one of the skills that is considered the most important skill mastered by students to obtain knowledge and information. In reading, students need to understand the content of a reading text to get information or meaning from a reading text. Reading texts that are commonly used are narrative, descriptive, recount, procedure and etc.

Reading comprehension is part of reading skills that emphasize understanding the content of reading. In other words, reading comprehension is intended as the act of capturing the content of reading with the mind. Through reading, students can increase their own knowledge which ensures continuous personal growth and adapts to changes in the world. To improve students' reading skills, of course, an educator needs to use interesting learning media so that students are interested and motivated to improve their reading skills.

Learning media development is an effort to create an innovative, effective and fun learning process so that students can utilize all the resources available in

the school environment, both human and other (Rahayu & Riska, 2018). These media can be grouped into five, namely: 1) Audio Media, 2) Visual Media, 3) Audio Visual Media, 4) Multimedia Media, and 5) 3-dimensional Media. Not all learning media are suitable for use by students, so as an educator it is necessary to find the right media to create an interesting learning environment. Learning media with online-based quiz can be one option to help learning activities.

A quiz is a form of game or mind sport in which players (individuals or teams) attempt to answer questions correctly. It is a simple assessment used in education to measure the development of a person's knowledge, skills and abilities. Quiz make students more honest because they know the results right away. This will spur enthusiasm and competitiveness to achieve even better results at the next meeting.

Nitko (2014) states that quiz are one of the forms of assessment that help teachers decide whether individual students need more teaching, whether your lessons are going well, and to use as a basis for helping students improve their performance. Nitko also states that with quiz, teachers can evaluate whether students have mastered the basic concepts in learning.

In today's rapidly growing digital landscape, there are certainly a lot of applications or websites that provide online quiz. One of the websites that we can use is *scratch*. According to Fauzi and Safitri (2014) Scratch is an application that allows us to create games and learning simulations without having to learn a programming language. Scratch is a new program that has not been widely used in education. Scratch is a visual programming language that can create images and

concepts, illustrate stories, and create educational videos, games, quiz, and interactive animations.

Scratch is a freely available programming language developed by the Lifelong Kindergarten Group at the Massachusetts Institute of Technology (MIT). Scratch is designed to be fun, educational, and easy to learn. Scratch can be used to create interactive stories, games, art, simulators, and more. Scratch also has its own character editor and sound editor. Users can assemble programs in Scratch by dragging blocks from the block palette, moving them, and connecting them to other blocks like a puzzle.

Scratch is used in schools around the world as a medium to teach basic programming skills to children. Scratch is also used outside of school. Not only children, but adults can also understand various forms of programming through Scratch. In Indonesia, Scratch is widely used as a medium for learning computer programming courses. The advantages of Scratch are that it is freeware, so it is free to use; it can be used online or offline; it has an image and sound editor; it is easy to learn; it is educational; and it is attractive because the tools have colors (Nuraeni et al., 2021).

Recent studies have shown that the use of Scratch applications has a good impact on learning. Wardani et al (2022) stated that the development of scratch media can help teachers to create a pleasant learning atmosphere and can arouse students' enthusiasm in participating in learning. Lubis et al (2023) found that scratch can improve students' language acquisition, computational thinking skills, interest and motivation in English Language Learning (ELL).

Based on the interview conducted by the researcher to one of the English teachers at SMAN 10 Medan, there are several media used in learning Narrative Text material, including books, movies or videos, pictures or illustrations, audio and sound recordings and creative writing activities. However, in teaching reading Narrative text, the only media used is books in the form of short stories.

In the interview, the teacher also stated the advantages and disadvantages of using book media in learning. The advantages are that it allows students to read and analyze various types of narratives and also writing styles, encouraging in-depth understanding of narrative elements such as character, plot and theme. The disadvantages of books are that not all students are interested in the material taught using books or short stories. The rest of the students will feel bored faster and lose motivation in learning.

Therefore, the use of creative and innovative media certainly affects student motivation in learning. The results of the interview also stated that the use of interesting, relevant and diverse media can increase student interest in the material being taught.

Online-based quizzes are one of the media that can currently be used to increase student motivation in learning. From the interview, it can also be concluded that instant feedback contained in online quizzes can motivate and create competition between students. In addition, quizzes are also useful for teachers to find out students' understanding of narrative texts. In addition, the use of quizzes can also be used as reinforcement of understanding of learning materials.

We can conclude that the use of quiz in learning English, especially narrative text material, is rarely applied for certain reasons. Therefore, researchers are interested in conducting research regarding a development of technology, namely programming languages with research entitled "Developing Quiz Based on Scratch in Teaching Reading Narrative Text for Grade XI Students In SMAN 10 Medan".

1.2 The Problem of Study

Based on the background of the study above, the problem of this study is formulated as follows How is develop quiz based on scratch as media in teaching reading narrative text for grade XI students SMA Negeri 10 Medan.

1.3 The Objective of The Study

Based on the problem of the study above, the objective of the study is to develop quiz based on scratch as media in teaching reading narrative text for grade XI students SMAN 10 Medan.

1.4 The Scope of The Study

Based on the above background, this research was limited to the development of Scratch-based Quiz in Teaching Reading Narrative Texts of the legend type. The level of students being studied is grade XI of Senior High School.

1.5 The Significances of the Study

The significances of this research is expected to be helpful and advantage not only the teachers, students and other researchers on the same field, but also as the data collection theoretically and practically. It is describe as follows:

1. Theoretically

This research is expected to provide benefits theoretically, at least be useful as contribution for students in reading narrative text.

2. Practically

1. English teachers, enable to English teacher to teach easier and more interesting by using scratch
2. Students, It can increase student's motivation to learn English and help students to be able reading narrative text by using scratch as a media.
3. The other researchers, to help other researchers more understand how to develop quiz by using scratch.