

TEACHING SPEAKING SKILL USING SPINNING WHEEL GAME IN SENIOR HIGH SCHOOL

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Abstract:

Students in Senior High School still have some difficulty in speaking English language fluently. The researcher of this study research the student's speaking skill by using the Spinning Wheel Game media. In this study, the researcher used qualitative method with case study design. The researcher focuses on the student's fluency in speaking English language. The primary data of this study is from the observation and the result of interview, meanwhile the secondary data is from books, journal, personal document, and official written documents. The instrument of this study are field note observation, interview guide, and documentation. The purpose of this study is to know the use of the Spinning Wheel Game in teaching speaking skill and the student's response in using Spinning Wheel Game. The result of this study showed that Spinning Wheel Game helps students in the class. the students were active, enthusiastic, focused to the material and comprehend the material well. The Spinning Wheel Game media also helps students in speak English language in terms of their fluency and their confidence.

Keywords: *qualitative research, speaking skill, spinning wheel game*

Introduction

Speaking is a human's media to deliver their expression so they can appreciate each other (Fatimatuzzahra et al., 2023). When people speak, they must think about what will they deliver to other people. This will make them creative in thinking by stringing good words because they have to show their opinion, feelings, and the meaning of what they conveyed. However, speaking is also challenging for teacher to teach students to have a better communication with other people. Teacher must have a good strategy and media to improve student's speaking ability and boost their self-confidence in the class. The media in this study is using spinning wheel from website called wheels of name. According to (Mardhiyah, 2023), Spinning Wheel Game is an

instrument that can be used in teaching and learning process that has a circle shape and can be turn around. It can help boost students' vocabulary, grammar, pronunciation, fluency and also selfconfidence. According to (Fatimatuzzahra et al., 2023), the Spinning Wheel make students have an interest and have a better reaction in learning speaking skill. The students also get involved in learning process and engage their friends in group so the other friend feel appreciated to learn together. According to (Wijaya & Juliana, 2024) on their research, they discover that Spinning Wheel can upgrade the student's processing speed and memory in learning vocabulary. The researchers also said that the media can increase the student's ability to understand, attract student's interest and can make them inspire to study. According to (Sofyan, 2020), speaking is an action that people do to interact with other people. Speaking also occurs everywhere and has settled itself within our everyday routines.

Meanwhile, teacher use the Spinning Wheel learning media are made to help students enhance their speaking, writing and reading skill with an enjoyable methods (Permatasari et al., 2024). In this day that full of technology and new strategy, using Spinning Wheel media is a good new media for student and teacher in the class because it can make them easier in teaching and learning process. The previous studies were from (Fatimatuzzahra et al., 2023) in "Enhancing Students' Speaking Skill by Utilizing Spinning Wheel at MTs Al-Ma'arif Kabupaten Serang", they showed that students had enthusiasm, active, cooperative and had a very good response in the learning speaking process by using Spinning Wheel. The students also have a responsibility for their group mates instead of themselves. The second previous study was from "The Effectiveness of Spinning Wheel Game Towards Students' Speaking Skill" by (Mardhiyah, 2023), the researcher showed that students' speaking ability increased after being taught using the Spinning Wheel Game learning media. The students got motivated and had a new experience in learning speaking using Spinning Wheel. They are active and interested because of Spinning Wheel in using speaking. The students also given the opportunity and face a situation that requires them to speak. Students in the English class can have a hard time to learn the English subject by focusing on the English skills. Not only students, but also teacher have a

hard time to make student understand and interested in learning English. To make them interested in learning English language, teacher can give them a new strategy or new media for them. Therefore, the Spinning Wheel Game is a good media for teaching and learning speaking process in the class because of its advantages such as easy to use and make the student active in the class. The Spinning Wheel Game is important to research for speaking skill because the media can make students more active in learning process, cooperative with the other friends, interested in learning speaking skill by using interesting media, gain more knowledge faster and their self-confidence rather than not using Spinning Wheel media. It is also important for them to know good new media and strategy to boost their speaking skill when they want to learn it alone or with friends. This study is to know the use of Spinning Wheel Game and the student's response to the Spinning Wheel Game in teaching speaking class. This study is conducted in SMAN 1 Tanjung Bumi for grade eleventh students. The reason of the researcher chooses the title "Teaching Speaking Skill Using Spinning Wheel Game in Senior High School" is wanted to know the use of Spinning Wheel Game for teaching and learning speaking skill and the response of the student to the Spinning Wheel Game.

This section provides all the relevant readings from the previous works. It provides brief summaries of descriptions of the works of other authors. The research materials should be from credible sources such as academic books and peer-reviewed journals. Also, the reading materials should be directly relevant to the topic of the research paper.

Method

The researcher of "Teaching Speaking Skill Using Spinning Wheel Game in Senior High School" is using qualitative method with case study as research design. By using this research design, the researcher will look over the whole process of teaching and learning process by focusing on the interesting Spinning Wheel Game media in the speaking class in SMAN 1 Tanjung Bumi. The instrument of this research are field note observation, interview guide, and documentation. The researcher used three techniques for analysing the data that have been collected. Those are data reduction, data display and drawing conclusion

Results and Discussions

A. The Use of Spinning Wheel Game in Teaching Speaking Skill During the process of teaching and learning in the class

This finding is to answer the first research question by using field note observation and documentation, which is How is the use of Spinning Wheel Game in teaching speaking class for the eleventh grade in SMAN 1 Tanjung Bumi. Here are the process of teaching and learning in the class. The English subject class is on 08.30 a.m. The teacher went to the class and prepares the equipment for teaching and learning such as laptop, projector, and attendance. After the equipment was ready, the teacher greeted them and asked them to pray together to make sure the teaching and learning process run smoothly. The first thing that teacher done was teach them the material from the PPT that had prepared before the class, which is narrative text. From the PPT, the teacher explains the steps how to learn speaking English by using Spinning Wheel Game. The teacher explained the steps first to make sure the students remember and understand using the media for their speaking skill in the class.



Figure 1. Teacher Explained Narrative Text and Rules to Use Spinning Wheel Game

The rule of using Spinning Wheel Game with narrative text is the students are asked to make a narrative text based on the vocabularies or keywords that chosen by the spinner and it must focus on the narrative text structure. Teacher choses four students from the attendance and asked each student to make a sentence that are represented to the narrative text structure,

such as orientation, complication, resolution, and re-orientation. The teacher ensured that they fully understood the rules of the game so that there were no misunderstandings in the middle of the game and to save time. After the explanation of the material and Spinning Wheel Game, the teacher began the teaching and learning process by using the media. Teacher opened the media on the web and opened it with the teacher's own Wi-Fi. The school did not provide Wi-Fi for online learning at school. The display of Spinning Wheel Game includes the instruction of the game, the spinner, and the keywords that refer to a story. The instruction of the game was on the left side which instruct them to create narrative text based on its structure. On the middle, there was a colourful big spinner that already inserted by the keywords, like student – cigarette – teacher, rat – rice field – snake, and more. These keywords were to make it easier for students to create narrative texts without thinking too long. On the right side, there was a box that can insert and edit the keywords. It could be seen on the picture below.



Figure 2. The Display of Spinning Wheel Game

When the teacher clicked the colourful big spinner on the middle, the result appeared. When the result appeared, the first student made a sentence that related to the orientation. After the first student finished their sentence, it continued with the second student that made sentences related to the resolution. The next was the third student that made sentences related to the resolution. Lastly, the fourth student made the sentences related to the reorientation. So, the students made a story chain with narrative text material by using Spinning Wheel Game. The teacher also gave each student time and

many chances to make sentences before saying them in the class. The game continued with the same steps until the time finished on 10 a.m. The process of teaching and learning when the students were made the narrative text were proven by the picture below:



Figure 3. Each Student Make a Sentence for Narrative Text

The researcher focused on their fluency in speaking. While focusing on their fluency, the researcher also assessed it based on the scoring rubric. In terms of their fluency, many students were lack in speak up the sentences they made. When researchers assessed student's fluency in speaking, some students were at score 4 and 3, where score 4 says some hesitation but maintains a good flow of speech. The score 3 says frequent pauses and hesitations disrupt communication. The selected keywords from the Spinning Wheel Game after the teacher clicked the colourful big circle were student - cigarette - teacher. So, four students selected from the attendance by the teacher created a narrative text based on its structure sequentially. The student who got a score of 4 was when made a sentence in the complication structure. The student at score 4 in speaking fluency, was a little hesitant with the words. There was a little pause too but immediately the student continued their sentence until finished.

B. The Student's Response to the Spinning Wheel Game in Teaching Speaking Skill

The researcher focused on the observation in the class and also the interview with the teacher and students. This one is to answer the first and second research question, which is how is the use of Spinning Wheel Game in teaching speaking class and how are the student's response to the Spinning

Wheel Game in teaching speaking class for the eleventh grade in SMAN 1 Tanjung Bumi. Researcher seen many students were enthusiastic about learning using the Spinning Wheel Game. During the learning process, students were active in participating in the learning process. Although their speaking fluency was lacking, students tried to complete sentences. Not only that, students who were less fluent in speaking were helped by other students and encouraged them to continue their sentences until they were finished. Other students also helped in correcting each word. This shows that learning in the classroom using the Spinning Wheel Game made students help each other and increase closeness in relationships between students. Furthermore, students were active in the class made the situation in the class more enlighten rather than not using Spinning Wheel Game. However, some of them had some problem in speak fluently. The reason was some of them didn't know much about English language and some of them are not get the chance to make the sentence. The students that didn't get the chance to make the sentence was because the limited time of learning and some problem in fluency that from students who have made sentences Based from the interview (1), when the researcher asked about the student's response in using Spinning Wheel Game, the teacher stated that the students were more active and enjoy the learning process in the class. The activeness and enjoyment from the student were because using the Spinning Wheel Game rather than using a book or just lecturing strategy. It was because the randomness of the Spinning Wheel Game made them active to think and speak. With the help of Spinning Wheel Game media, the students become more focused to the media, the material, and to their friends that practice the speaking skill. The interview with the teacher were as below. (1) R : How is the student's reaction in using Spinning Wheel Game for learning speaking skill? T : The students are more active and enjoy in learning English speaking rather than not using any media or just using a book. The students also look happier in learning English because of the Spinning Wheel Game media. Even some of them that are not pointed to answer the question still get bored and waiting for turn to answer. The researcher interviewed the students after the teaching and learning process using the media. The researcher asked about their opinions about using Spinning Wheel game in practice their speaking skill. The first

student answered that the learning process are fun and unique, because it is rare to find learning using Spinning Wheel Game. The second student also said that the media is interesting and it could train their speaking skill in English language. The other student said that the learning process was exciting because the media made the difficult material turned easier to understood and also easier to speak up. The student added that using the Spinning Wheel Game made the classroom atmosphere less tense and more relaxed. Here are some answers from student when they were asked to answer what they thought when they use Spinning Wheel Game in learning speaking skill.

The researcher asked if they were easier to understood the material using the Spinning Wheel Game media or not. The students answered that the material were easier to understood because the learning process was not stressful like the normal learning. They found it easier to comprehend the material because it has a game on the learning process. A monotonous learning made them lazy to think and absorb information. So, when they are faced with learning that was mixed with games and media, it made them more curious and tried to took part in the learning process. It could be seen by the interview (3) below. (3) R : Do you find it easier to understand the material using a Spinning Wheel? S1 : It is easier to understand the material because the learning process is not stressful. S5 : I think by using Spinning Wheel is easier because it is not like the normal learning. It has a game on the learning and easier to understand. Besides being able to comprehend the material well, they could speak English easier. The reason was the learning process was using a picture or visual. Some student could active in the class when the learning was using visual learning. Visual learning with a variative picture and graphic were more attractive rather than the normal learning like using a book or listen to the teacher or just do the assignment. The learning that combined with a game, made them easier to comprehend and speak rather than not use a game or media. It is stated by the student in the interview (4) below (4) R : Do you find it easier to speak English language using Spinning Wheel rather than not using it? S1 : I think it is easier rather than not using it because my criteria are easier to learn using picture or visual learning. S5 : I think by using

Spinning Wheel is easier to speak because it is not like the normal learning. It has a game on the learning and easier to understand. Furthermore, some of the student helped each other to made a sentence for the narrative text based on the keyword in Spinning Wheel Game.

Discussion

It proven that Spinning Wheel Game media made them closer and responsible in helping each other. The situation in the class by using the Spinning Wheel Game media was less tense than just using a book or other normal learning because students laughed and joked more often. This laughter and jokes were positive, meaning that they enjoy the learning because of the randomness of the Spinning Wheel Game.

B. Discussion 1. The Use of Spinning Wheel Game in Teaching Speaking Skill

The discussion is based on the research finding. The first research question was how is the use of Spinning Wheel Game in teaching speaking class for the eleventh grade in SMAN 1 Tanjung Bumi. The discussion will be discussed more detail by the researcher for the first research question to know the use of Spinning Wheel Game and also the advantage and disadvantage of it. According to Bayu et al. (2023), Spinning Wheel Game has a circle shape and styles, played by turn around the spin and stopped to one part of the circle. From Bayu et al. (2023), the researcher used manual Spinning Wheel Game that made from a cardboard. In this research, the researcher used modern Spinning Wheel Game where it was located on a web and could add many texts or pictures depends on how many people want to add it. On the display, it has a box for name and instruction on the left side, the colorful big circle on the middle, and a box for add a texts and pictures. It also has a setting where the display can be edited such as the color of the circle, the display, the sound of the popped-up result, and more. The media also provided save the file of the display after people edit it as much as they want. This modern Spinning Wheel Game is easier to create and use because it only requires a device and an internet connection. If the teacher used this in the classroom for all students, then additional equipment such as a laptop and LCD projector is needed. It's a good modern media to teach students in the class in terms of their skills. It

also not used for speaking skill only, but another skill too such as reading and writing. According to Rachmaida & Mutiarani (2022), Spinning Wheel Game has a disadvantage related to the equipment if it used in class. They stated that student or teacher must provide Wi-Fi, good signal, laptop, LCD projector or a smartphone to use the media through the web. Sometimes the website could also error and the cause of the error could occur due to a lack of internet connection or from the website itself. Not all schools have regulations for students to bring smartphones to school and there are also some schools that still have limited facilities such as LCD projector. From the previous study of Isola. (2019), the researcher said that teaching is an activity to make sure the learners have their results from the teaching by the teacher. This research has the result from the teaching and learning process in SMAN 1 Tanjung Bumi on grade eleven. The teacher taught them the narrative text material to students by focusing on speaking skill and the fluency. The teacher used Spinning Wheel Game media. It was used to practice their speaking skill in English language. So, when they were faced to the randomness of Spinning Wheel Game, they must speak fluently related to the popped-up keywords from the Spinning Wheel. The result of the students after they used the media, they could learn how to make a narrative text, how to be confident in speak up, and it also practice their speaking skill with another way of learning. This also proven by Sofyan (2020), when the researcher said that Spinning Wheel Game media makes student know something new. The teacher used Spinning Wheel Game media made the student know that there was a unique media for practice their speaking skill. So, students could practice their speaking skill in English language using Spinning Wheel Game with the teacher, friends, or even themselves. The media could be used by them by using their smartphone or laptop inside the school or outside the school. So, Spinning Wheel Game is a practical media and easy to use in any place and any time. Based on the observation result, the researcher focused on their speaking skill in terms of their fluency. The students were still lack in fluency when they were asked to practice their speaking skill in front of the teacher and other student. In this case, there was a diversity with the results of Mardhiyah (2023)'s research. If seen from the previous study, the researcher said that their speaking ability increased after using the media. Students in this

research were a little bit difficult in speak fluently using English language. Some of them were good and some of them were also a little bit less good. Because of the lack of fluency, they become shy and unconfident so that their voices are softer. However, there are also students who lack in fluency who were still confident to say it out loud. So, students must practice more their speaking skill especially in their fluency. According to Mardhiyah, (2023)'s research, the researcher also said that all students got the opportunity to speak in front of the class. In this case the researcher doesn't agree. It is because some students in grade eleven of SMAN 1 Tanjung Bumi got the opportunity to speak and some were not. This also didn't match with Adila (2018)'s statement of the advantage of Spinning Wheel Game where she said that all of the students will be selected to speak English one by one so it become fair to all. The students in this research that didn't get the chance to practice their speaking skill are due to some reasons, such as the limited time, the large number of students in one class, and the lack of fluency from the student that already practice their speaking. Moreover, teacher gave them many chances and times to make the narrative text first and they could speak up their sentences. The reason why the teacher gave them many chances and time were because the students were afraid to speak quickly after the keywords popped-up in the Spinning Wheel Game. So, the teaching and learning process took a lot of time and some of them were not got the chance to practice their speaking skill. This research matches with Adila (2018)'s statement regarding to the disadvantages of the Spinning Wheel Game on her research, which is that it takes a lot of time because students were required to go to the front of the class one by one. Although in this research, students remain in their respective positions, but because of the student's little lack of fluency, a lot of time were wasted. In addition to the time wasted, Adila (2018) also stated more disadvantage that students who do not get a turn to speak will not focus on learning. The results of the research are the same as this research where students who didn't get a turn will feel bored and not focus on learning

The Student's Response to the Spinning Wheel Game in Teaching Speaking Skill

This discussion is based on the findings of the research that has been conducted by the researcher. The second research question is related to the student's response to the Spinning Wheel Game in speaking class. The

important thing will be outlined some points by the researcher for the second research question. According to Adila (2018), she said that the students are more active, pleased, and participate more in teaching and learning process. The students on grade eleven SMAN 1 Tanjung Bumi were active in teaching and learning process. The students active and interested to the media because the teaching and learning process was a little bit different from the usual strategy which using a book or lecturing strategy. Based on the interview with the student, the student was interested in learning speaking English because it has the visual media too, so it is not made them bored and they had something new in class to look out for. Using Spinning Wheel Game makes the students understand and comprehend well about the material which was make a narrative text. This result is also relate to the Mardhiyah (2023)'s research where the researcher said the students got motivated and had a new experience in learning speaking skill using Spinning Wheel Game. As stated by Fatimatuzzahra et al. (2023), the students also show cooperative side in learning speaking English in the class by using the Spinning Wheel Game. Moreover, Jaffar et al. (2024) stated that the advantages by using Spinning Wheel Game were the game encourage the student's critical thinking, encourage collaboration in group with friends, and the mix of the student's critical thinking and collaboration in group.

From the two previous studies, this research has the same result. It is because in this research the students are helping each other in answer the questions and gave the opportunity to other students. Furthermore, the other students that finished speak up, they give some encouragement to the next students that have some problem in answering. For example, they are not confident in speaking English language due to the lack of their speaking aspect like fluency, grammar, pronunciation, comprehension, and vocabulary. The encouragement makes them speak up. Using Spinning Wheel Game in terms of speaking skill in the class makes students close to each other by helping and encourage them. Based on the interview with the students, they said that the teaching and learning process is not that tense because of the Spinning Wheel Game media that used in the class. That means the teaching and learning process not too strict because the teacher makes them

comfortable and relax so that they can answer carefully even the fluent of their speaking is still lack, but they enjoy the learning process. It is matched with Bayu et al. (2023)'s statement, where they said that the process of teaching and learning not too strict and the students more fascinated to learn English subject. It is also matched with Adila (2018) on her advantage statement, where she said that the feel of the class were more exciting and not stiff. The result of this research is similar to Mardhiyah (2023) in "The Effectiveness of Spinning Wheel Game Towards Student's Speaking Skill". The result of this research is the media makes the students active, interested, and makes them comprehend the material well rather than not using the Spinning Wheel Game. They also learn how to speak English language well with the help of the teacher and boost their confidence in front of their friends. This media helps students in learning and boost their speaking skill in English language especially in fluency. Students will be more confident and more fluent if the teacher use this media continuously.

Conclusion

Based on the research findings for the use of Spinning Wheel Game media in teaching English speaking skill in the class make the students practice more their speaking aspect especially their fluency. They also practice their confidence in speaking in front of many people. The students also know that there are new modern media that can practice their speaking skill in English language. This media also can help student to fix their fluency in speaking if they use Spinning Wheel Game continuously by the help of teacher, friends, or even themselves, inside the class or even outside the class. Spinning Wheel Game also make student comprehend the material well because they are focus on the media. Even though this research is not using collaborative strategy, but the students help each other in speaking such as tell them the correct one in vocabulary or pronunciation. Not only that, but students also encourage their friends in the class so they can speak fluently and confidently when they are speaking English language. This shows that Spinning Wheel Game can make the students close each other, responsible for each other and also practice their speaking skill together in class. However,

there are also disadvantage from Spinning Wheel Game. The disadvantages are the teacher or student must have a good equipment to make the teaching and learning process goes smoothly, such as laptop, smartphone, LCD projector, Wi-Fi, and also a good signal. Another disadvantage is due to the limited time and large number of students, some of them didn't get the chance to speak. Because of that, students who didn't have a chance to speak are bored and didn't focus on the material.

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