

**THE USE OF SCAVENGER HUNT GAME TO
PROMOTE ENGLISH LEARNING ATMOSPHERE**

SKRIPSI



**Submitted as part of the prerequisites
for earning a Bachelor's Degree in Education.**

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2024**

**THE USE OF SCAVENGER HUNT GAME TO PROMOTE ENGLISH
LEARNING ATMOSPHERE**

SKRIPSI

Presented to IKIP PGRI Bojonegoro
In partial fulfilment of requirements for the degree of Sarjana
in the English Education Department

By
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**ENGLISH EDUCATION DEPARTMENT
FACULTY OF LANGUAGES AND ARTS EDUCATION
IKIP PGRI BOJONEGORO
2024**

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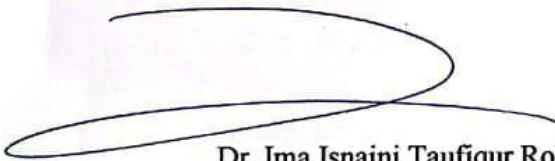
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To be approved by the skripsi advisor and submitted for the proposal seminar stage of the skripsi.

Bojonegoro, 29 June 2024

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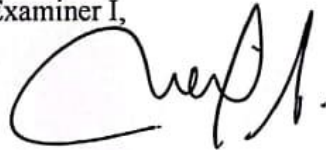
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MOTTO

“Tragedy always has two sides”

~Nobody

DEDICATION

By expressing gratitude to Allah for His abundance of grace and guidance so that researchers can present this skripsi to all teachers and future teachers in Indonesia who selflessly dedicate themselves to the education and intelligence of the Indonesian nation.

STATEMENT OF AUTHENTICITY

With this, I, the undersigned below:

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The Use of Scavenger Hunt Game to Promote English Learning Atmosphere

Is the result of my own original work, and all sources of information used have been clearly cited in the reference list according to the scientific code of ethics. I am aware that if there is found to be any violation of scholarly ethics regarding the authenticity of this work, **I personally** accept the consequences in accordance with the applicable regulations and am prepared to bear legal sanctions.

Bojonegoro, 29 Juni 2024



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ABSTRACT

Andri, Andri. 2024. "The Use of Scavenger Hunt Game to Promote English Learning Atmosphere". Skripsi. English Education Department. Faculty of Languages and Arts Education. IKIP PGRI Bojonegoro. Advisor I Dr. Ima Isnaini Taufiqur Rohmah, M.Pd, Advisor II Ayu Fitrianiingsih, M.Pd.

Keywords: Scavenger Hunt Game; Learning Atmosphere; Young learners.

The learning atmosphere is one aspect that can support success in the learning process. However, to create a good and enjoyable learning atmosphere, teachers must use a technique or strategy that is suitable, one of which is the use of the scavenger hunt game. This research aimed to describe the use of a scavenger hunt game in promoting the English learning atmosphere which is conducted at MIS Mambaul Islam Soko Tuban. To explain the extent of the scavenger hunt game in promoting the English learning atmosphere, the researcher employed a case-study research approach to get more information in detail. The data were collected through the observation and questionnaire. The population of this research was the fifth-grade students of MIS Mambaul Islam Soko Tuban in the academic year 2023/2024 which consisted of 24 students. The result showed that the use of the scavenger hunt game was effective in promoting the English learning atmosphere evidenced by the fulfillment of good and positive Atmosphere learning criteria after the implementation of the scavenger hunt game.

ABSTRAK

Andri, Andri. 2024. "The Use of Scavenger Hunt Game to Promote English Learning Atmosphere". Skripsi. Program Studi Pendidikan Bahasa Inggris. Fakultas Pendidikan Bahasa dan Seni. IKIP PGRI Bojonegoro. Pembimbing I Dr. Ima Isnaini Taufiqur Rohmah, M.Pd, Pembimbing II Ayu Fitriyaningsih, M.Pd.

Kata Kunci: Permainan Scavenger Hunt; Suasana Belajar; Pelajar Pemula.

Suasana pembelajaran adalah salah satu aspek yang dapat mendukung kesuksesan dalam proses pembelajaran. Namun, untuk menciptakan atmosfer pembelajaran yang baik dan menyenangkan, guru harus menggunakan suatu teknik atau strategi yang sesuai, salah satunya adalah penggunaan permainan scavenger hunt. Penelitian ini bertujuan untuk mendeskripsikan penggunaan permainan scavenger hunt dalam mempromosikan suasana belajar bahasa Inggris yang dilakukan di MIS Mambaul Islam Soko Tuban. Untuk menjelaskan sejauh mana permainan scavenger hunt dalam mempromosikan suasana belajar bahasa Inggris, peneliti menggunakan pendekatan penelitian studi kasus untuk mendapatkan informasi lebih lanjut secara rinci. Data dikumpulkan melalui observasi dan kuesioner. Populasi penelitian ini adalah siswa kelas lima MIS Mambaul Islam Soko Tuban pada tahun akademik 2023/2024 yang terdiri dari 24 mahasiswa. Hasil penelitian menunjukkan bahwa penggunaan permainan scavenger hunt efektif untuk mempromosikan suasana belajar bahasa Inggris yang dibuktikan dengan pemenuhan kriteria pembelajaran Atmosphere yang baik dan positif setelah penerapan permainan scavenger hunt.

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Furthermore, my gratitude goes to all the teachers and future teachers in Indonesia who, with utmost sincerity, dedicate themselves to the education and intellectual development of the nation. Their dedication serves as an inspiration for this work.

Finally, I extend my appreciation to everyone who has directly or indirectly contributed to the successful completion of this skripsi. Your support has been greatly valued and appreciated.

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CHAPTER I

INTRODUCTION

This section contains the background of the study, research problems, objectives of the study, significance of the study, and definition of key terms.

A. Background of the Study

The inclusion of Teaching English to Young learners (TEYL) has become a part of the English as a Foreign Language (EFL) curriculum in numerous nations (Ratminingsih et al., 2018). Indonesia is one of the countries that implement TEYL as a curriculum subject. Teaching English to young learners is very important because the optimal time for acquiring proficiency in a foreign language is during childhood (Rohmah, 2015). Therefore, English has been introduced to young learners in primary school.

Instructing English to young learners poses a challenging task. It requires a lot of preparation and work. Teachers must have high creativity, innovation, and good skills to create a pleasant classroom atmosphere. The learning atmosphere in a classroom refers to the environment where the teaching and learning process unfolds, formed by student's perceptions of their teachers, peers, and the interactions within the class (Jumiansyah et al., 2019). Creating a positive learning atmosphere is not merely a pleasant concept; it is a crucial qualification for effective learning. When done successfully, students become more capable of concentrating, assuming control of their learning, and demonstrating a greater willingness to experiment and take risks with language.

A pleasant learning atmosphere comes together with good classroom management. Classroom management involves the wide range of abilities and

techniques employed by teachers to provide organization, systematization, concentration, alertness, and scholastic efficiency among students throughout a class (Faizah, 2019). Young learners are highly dependent on their teachers as they have not yet acquired English as well. Teachers must be able to increase student's willingness to learn English. A lack of inspiration and motivation, coupled with the use of conventional teaching approaches, feeling demotivated by teachers, and harbouring apprehensions about the ease of mastering the English language, are some of the primary challenges in the process of English learning (Liu et al., 2021).

The insufficient skills of students and a disrupted learning process contribute to poor learning outcomes (Hasanudin et al., 2022). Therefore, a good learning atmosphere needs to be achieved to support student's learning outcomes and skills. To create a good learning atmosphere for students, teachers need to introduce new things to the students that can attract student learning motivation. One of the efforts that teachers can make is to apply games in the classroom. Games allow students to take an active role than the teacher. This not only captures their attention but also makes the learning process more enjoyable. As we know young learners still like playing. The application of games in the learning process can help students to be able to learn and play at the same time.

In the modern era, numerous games have been integrated integral to the English teaching and learning process. Within the context of this research, the researcher has identified a game that is well-suited for teaching young learners, known as the "scavenger hunt" game. A scavenger hunt is an

activity where coordinators design a series of things that participants must find or complete to win. A scavenger hunt serves as a dual exercise, engaging both the mind and the body. It challenges participants by enhancing problem-solving skills while also encouraging physical activity during the hunt (Rasyidi et al., 2023). This game is suitable for young learners because it requires the students to move around. As a fact of the matter, young learners are active. They cannot just sit down and listen to the teacher for a long time. They need an activity that makes them move and do something. So, they can enjoy the learning process. Besides they can play, without realizing it, and they also learn something.

Therefore, the researcher wants to know the extent of the effect of using scavengers hunt game to promote an English learning atmosphere at MI Mambaul Islam Soko-Tuban. The researcher wants to conduct research at this school because the researcher wants to know how the English teaching and learning mechanism in school under the guidance of the Ministry of Religious Affairs which always inserts religious values in every lesson. In addition, MI Mambaul Islam Soko-Tuban also became the best champion in some English competitions and speech contests for several times. Therefore, the researcher aims to conduct research at MI Mambaul Islam Soko-Tuban.

In line with previous details, the researcher intends to conduct a case study research design to promote the English learning atmosphere by enabling the scavenger hunt game as a strategy. Therefore, the researcher raised a research entitled: **“The Use of Scavenger Hunt Game to Promote English Learning Atmosphere.”**

B. Research Problems

From the context of the study's background, the researcher identified the research problems as outlined below:

1. How is the implementation of the Scavenger Hunt Game to promote an English learning atmosphere for the 5th graders of MI Mambaul Islam Soko in the academic year 2023/2024?
2. How is the student's learning atmosphere during the implementation of the Scavenger Hunt Game?
3. To what extent does the Scavenger Hunt Game promote student's learning atmosphere?

C. Objectives of the Study

Based on the research problems, the objectives of this research are outlined below:

1. To describe the implementation of the Scavenger Hunt Game to promote the English learning atmosphere for the 5th graders of MI Mambaul Islam Soko in the academic year 2023/2024.
2. To find out the student's learning atmosphere during the implementation of the Scavenger Hunt Game.
3. To measure the extent of the Scavenger Hunt Game in promoting student's learning atmosphere.

D. Significances of the Study

There are several advantages that can be achieved from this research.

Including:

1. Theoretical significance

This research gives a solution to finding out the appropriate method or strategy for promoting English learning atmosphere

2. Pedagogical significance

- a. For the teacher

This research is predicted to be a guide for teachers in promoting the learning atmosphere by enabling Scavenger hunt game strategy.

- b. For the students

This research is expected to help students in developing their learning willingness by promoting a pleasant learning atmosphere.

3. Practical significance

- a. For the teacher

This research is anticipated to be a starting point of inspiration for teachers looking to integrate the scavenger hunt strategy into their English teaching methods, particularly for promoting the English learning atmosphere. By incorporating the scavenger hunt strategy, teachers can establish a conducive, effective, engaging, and enjoyable learning environment. This approach injects excitement and variety into the learning process, ensuring that it is not monotonous. It encourages

students to be active and enjoy a fresh and enjoyable learning experience.

b. For the subsequent researcher

This research may serve as an invaluable resource for researchers in the future undertaking similar research, particularly in the same subject area.

E. Definition of Key Terms

Providing definitions for key terms is essential to prevent any potential misunderstandings. The researcher defines key terms based on the title of this research as follows:

1. Scavenger Hunt Game

The game of Scavenger Hunt is widely known as a popular game where the organizers establish a list of items or tasks for participants to locate or accomplish (Lu et al., 2015). In a scavenger hunt, participants engage in solving puzzles or answering questions as part of the game (Amelia & Prystiananta, 2020). In other definition, a scavenger hunt is a game that can be played by individuals or teams to find as much information as possible in a short time (Shaleha et al., 2017).

2. Learning Atmosphere

Learning atmosphere is also known as learning environment or learning climate. The learning environment within a classroom refers to the setting where the process of teaching and learning occurs. It is shaped by student's perceptions of their teacher, interactions with peers, and overall feelings in the classroom (Jumiansyah et al., 2019).

In other definition, the learning atmosphere includes the social, psychological, physical, and cultural context where learning occurs, impacting student motivation and achievement (Rusticus et al., 2023).