CHAPTER 1. INTRODUCTION

1.1 Background

English has become the most crucial language in this globalization era. English has invaded almost all countries in the world and it used in several purposes. As an International language to the global world, English is very important to be mastered as early as possible in order to be able to communicate with foreign people. English must be mastered both oral and written in order to make the global communication easier. This phenomenon has triggered the positive effect from the government and Indonesian citizen to make English as the local content subject at elementary school.

Nowadays has applied English as one of the local content subject for young learners. Young learners are 5 – 12 years old students and they are in a golden age period (Suyanto: 2007). Golden age is a period which the growing of children's brains has increased rapidly and it makes them easier to learn new language. Moreover, the age is not the only factor that can influence the language proficiency level. Suyanto (2007) stated that young learners have a short level of concentration and attention. To avoid their boredom, learning activities should be varied. In addition, learning methods, activities, learning media and interaction can influence the language proficiency level of students (Suyanto:2007). Based on suyanto's suggestion, we made a new media that can overcome their boredom.

Unfortunately, not all schools have the media that covered the criteria above. For example was SDN Patrang 2 Jember. To prove this, we did interview and observation to analyze the media that is used in SDN Patrang 2 Jember. We choose this school because English has become the main priority for local content subject. Unfortunately, the result of interview and observation that we conducted stated that the media that used in learning process at SDN Patrang 2 Jember was not able to cover the needs of media that could overcome the children's boredom. They used the

media in the form of blackboard, interactive media, and workbook to support the young learners' learning English process. The English teacher also stated that she needed new media that can make the students enthusiastic in learning English. We can conclude that SDN Patrang 2 needed a new media in supporting learning process.

Media is a supporting tool needed in learning process especially for children and made them easier to interpret the meaning of new language. Learning process will be more effective by using learning media. Learning media will be useful to decrease the difficulty of studying English and make the teaching – learning process in the class becomes more interesting (Suyanto:2007). Learning media is a media or device for transferring component and data of study from the teacher to the students. In addition, the definition of Learning Media from Syaodin (2003) is everything which can be used to transfer messages or education material, stimulate the children's mind, attracting the attention and n student's abilities, so that it can support the learning process. From this explanation, we can conlcude that the use of learning media is much needed. The example of learning media such as printed media (book, worksheet, handout and practice book) and Interactive Media (Interactive CD and Interactive Games). In this project, we choose to use practice book and interactive CD. It was because practice book focuses on the practices to enhance the students' knowledge and interactive CD can be useful to give feedback to the students' to have interaction.

According to Dhari and Haryono (1988) practice book is a learning book that contains guidelines for students to engage in learning activities that programmed. Each activities contains among others: a brief description of the materials, the purpose of the activities, tools/materials required in activities, work step questions for discussion, the conclusion of the discussion and retraining. So that, one way that teachers do to facilitate the student understands of the subject matter, especially English learning materials, is by using instructional materials and utilizing student's practice book.

Interactive CD is an interactive program created to convey the information to the users by providing some clickable menu to have interaction (Zulfikar:2011). Moreover, interactive CD is a medium which contains a multimedia format that can be packed in a CD (Compact Disc) with the goal of interactive applications in it (Binuko, 2010). So, it can be concluded that the interactive CD is a program created to convey information packed in a CD (Compact Disc) within interactive purposes in it.

Both of the media above are used in the teaching - learning process at SDN Patrang II Jember. But the problem is the content between the book and interactive CD are separated. So, the content of those media cannot support and complete each other. If the book is completed with an interactive CD, the materials of the book can be supported by each other and it will be more effective in learning process. Moreover, the book and interactive CD have their own weaknesses. The books cannot give feedback while interactive CD can only be used when there is a computer device. Therefore, a book completed with interactive CD will be able to cover the weakness of each other. That is why, the contents of subject in the books will be supported and completed by interactive CD. In addition, the content of our book and CD are different from the others. We designed our products by considering the culture around SDN Patrang II Jember to make the students learn English easier. It means that, the content of our products are based on the things around the students.

The above background gave us the idea to conduct a final project of designing an English practice book completed with interactive CD for SDN Patrang II to make teaching learning process more interesting. So, we as the fifth semester student of English Study Program would like to design an English Practice Book completed with an Interactive CD as one of requirements to graduate at Politeknik Negeri Jember.

1.2 The Objective

The objective of our Final Project is to design an English Practice Book completed with for the 2nd grade student of elementary school that can be used as a media in learning English for the 7-8 years old children.

1.3 Significance

The significances of this Final Project are explained below:

1. For the 2nd Grade Students of Elementary School

English Practice Book for young learners completed with Interactive CD will be useful for the students to understand and practice English in their school and their daily activity.

2. For the Writer of Final Project

Hopefully, by considering this final project, the writers can apply knowledge that has been learnt in the Material Development for Language Course subject, especially for designing the media and material, and also be able to apply the knowledge related to Computer Subject for creating the interactive CD in semester 2.

3. For English Study Program

The result of this Final Project will be an archive of English Study Program, State Polytechnic of Jember. So, it can be used as a reference for the students in this study program who want to conduct the project especially in designing English Practice Book completed with Interactive CD for children as well.