CHAPTER I

INTRODUCTION

A. Background

Learning in early age, markedly learning English is a crucial thing. As Enever & Moon (2009) believed 'the younger the better', if the students start earlier, they will have more benefits to improve over time (Damar, et. al, 2013). Into the bargain, Paradis (2004) and Johnstone (2009) (as cited in Damar, et. al, 2013) showed that there are several advantages if the students learn in early start: "young learners acquire languages with greater ease, especially the sound system, and develop the competence because they are able to rely on natural adeptness processes" (p.96).

Considering the characteristics of the young learners such as hyperactive or easily bored, the teacher has to make the teaching-learning process more comfortable and enjoyable in order to turn out the interest to learn, and to build up the knowledge include their academic scores. To effectively engage and develop the students' potential of this generation, the teacher as a facilitator is able to help the educational system, one of the way is using the appropriate instructional media (Boholano, 2017). The different media selection is able to cause the different impact too.

Nowadays appropriate instructional media is instructional media which uses technology like computer, or smartphone. It is vital to integrate technology effectively and efficiently within the educational system to

grow and improve the quality of student outcomes (Almalki, et. al, 2013). According to Cephe and Cem (2012), the students and teachers feel that technologies should be employed in language classroom due to two reasons. Firstly, they offer authentic language. Secondly, technologies are interesting to capture learners' attention. As Brown & Adler (2008) verified that technologies developed the students who were passive recipients became the active participants in the construction of the knowledge. One of the instructional media that can be regarded as a technological tool carrying various benefits for enhancing the students and teachers classroom experience is Smart table (Jalal & Dan, 2014). Smart table here is like a Smartphone or Tab but in a larger form, as big as a table. Jalal & Dan (2014) indicated that it is allowing the academic area to integrate the newly developed devices to facilitate the learning of the students. As an interactive learning center, the Smart Table is designed to encourage collaboration, discussion through digital lessons, educational games and interactive learning activities (Smart Technology ULC, 2010).

In its utilization, learning and playing come together. The students learn as a group, they share their knowledge and ideas in hands-on activities that will reach beyond classroom (Smart Technology ULC, 2010). Because it is new and modern, it is bringing the changes in the manner in which teacher and the students interact, how classroom lessons are delivered and students acquire knowledge (Jalal & Dan, 2014). In simple, the students will not get bored and want to quickly go home

because its interesting media. That is why the resarcher is going to investigate this phenomenon in order that the teacher applies Smart table as the appropriate instructional media to young learners so as to the teaching-learning process are going to be better.

B. Formulation of the Problem

This present study concerns on the utilization of smart table and the students' behaviour when they learn using it. The following research questions guided this study.

What happens to the students when learning English using smart table?

C. Operatinal Definitions

1. Young Learners : The students who are around 5-6 years old observed by the researcher in one of *PAUD* in Tasikmalaya which use smart table as a media to support learning.

2. Smart Table : A technological instructional media used in the classroom that expected to turn out the students' interest to learn, and to build up the knowledge include the students' academic scores.

D. Aim of the Research

The aim of the study is to know what happens the students when learning English using smart table.

E. Uses of the Research

    1. Theoretical

        This study provides inspiration to those who concern in teaching young learners using media.

    2. Practical

        This study informs the reader how necessary the appropriate media is, in order that teaching-learning process is going to be better especially for young learners.

    3. Research

        This study will provide empirical insights into how smart table influences the students in their learning process.