

CHAPTER I

INTRODUCTION

A. Background

Teaching English in Young learners classroom needs more than effort. We must be able to understand and organize the natural character of young children to have an efficient learning process. Young learners have different characteristics with adult learners in learning process. Young learners tend to be active, have short attention spans and easily distracted (Shin, 2007). This situation is showed when I tried to observe and taught in one kindergarten in Tasikmalaya. I need to do more effort to engage and get their attention in teaching. In this case, this situation also challenges the teacher to have a best solution to make them to keep them on the track. One of the ways to gain these challenges is by using some interesting intruactional media.

Furthermore, Shin and Crandall (2014) argued that “to make students give their attention we can use brightly colored pictures, photos, and poster, audio-visual like song, TV, shows, movie clips, YouTube videos” (p. 43). Moreover, Katchen, (2002) in Cakir (2006) explain “YouTube videos can be used as a learning material to help teacher to teach English by fun way in the classroom, and it will be beneficial for learners and teachers as long as they are considered only as mere entertainment, but carefully chosen films can be a useful and extremely motivational teaching tool for both practicing listening skills and stimulating speaking and writing” (p.71). So, the researcher

concludes that videos as a part of learning material can be used as a tools to engage a young learner in teaching learning process.

The study related to this research is conducted by Kim Hock Ang and Qiyun Wang (2006) about a case study of engaging primary school students in learning sciences by using one of instructional Media. It is the three-dimensional (3D) Virtual Learning Environment (VLE), Active Worlds. The research participants are ten under achiever students that often have difficulties in focusing attention on learning and easily lose their interest in the class. They were tasked to make use of Active Worlds to build 3D objects that could display information correctly about the Solar System. The result of this research showed that the students were engaged and expected more topics.

According to the explanation above, technological tools in enhancing students is needed to conduct. Meanwhile, the previous study explained that in the result students engaged by the technological things used. Moreover, this research tries to explore and observe more about the use of videos as a materal learning to young learners level in the classroom and the changes that the videos as technological learning material used in the classroom. This research is important to be conducted because the use of videos in young learners' classroom is important aspect in achieving successful learning beside the videos was the populer media that the teacher can use as instructional media in learning

B. Formulation of Problem

What changes occur in young learners during learning using video?

C. Operational Definition

To avoid misunderstanding, here are the operational definitions of each keyword:

1. Young Learners : They are students between 5-6 years old who study in kindergarten level.
2. Videos : Videos are recording, reproducing or broadcasting of moving visual image about Alphabet downloaded from YouTube.

D. Aim of The Research

This research is to find the changes to young learners in learning English by using video.

E. Uses of The Research**1. Theoretical Use**

This research investigates how the use of videos on teaching English to young learners. Theoretically, this research will be beneficial for another researcher as a new reference in this case new reference for the future research.

2. Practical Use

This research helps another teacher to use videos and the reaction from students during English classroom by using videos in kindergarten

level. It means, the advantages and disadvantages of videos used in the classroom will be a reflection for another teacher to do better in the future.