ICT Use: Changing Students' Perception in Learning Grammar Through Kahoot Program

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Abstract
The background of the study in this research is based on the researcher's experience when doing teaching practice, in which method used by the teacher in teaching and learning process was often assumed as the factor that cause the students uniterested in learning grammar. In Indonesia, specially in East Indonesia, some teacher still used convetional method and did repition in teaching grammar. Teaching English as a second or foreign language need variation and creativity especially in teaching grammar in order to make the class more joyful, relaxed and make the students interesting in joining the class. This paper describe how kahoot program change the students' perception in learning grammar. As the part of technology, kahoot program can be use in online and offline because kahoot is a tool that designed as a learning platform that make it fun to learn and very applicable in English classroom for boosting the students' learning. In this study, the data were colleted by using questinaire that given before and after teaching. The result showed that teaching by using kahoot program raise the students attention and interested join the class.

Keywords: grammar, ICT, ICT program, kahoot

Introduction

Teaching English In Indonesia emphasizes on the students' skill in mastering the four language skill namely listening, speaking, reading and writing. The four skill should be reinforced equaly. However, most student of senior high school still get difficuties in equally all of skill.
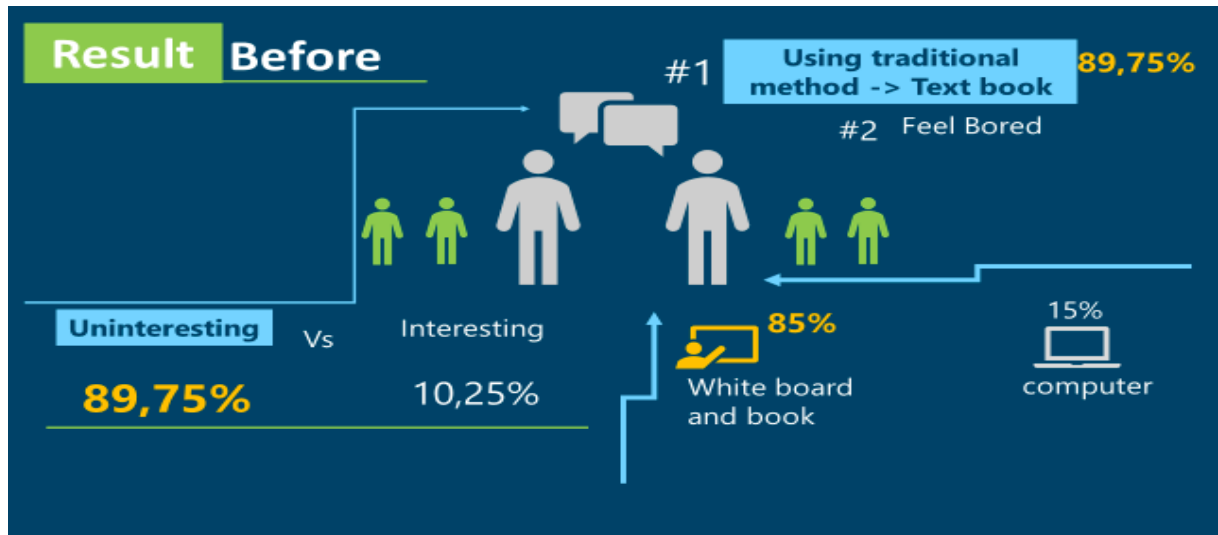
The difficultis got by the student in learning English specially in learn about grammar was caused by the teacher in senior high Sshool hat usually used traditional method in teaching and learning process. This method is not effective to the students because the student are bored, and they need much time to be able in masterig English. based on the researcher's experience when doing teaching practice, in which method used by the teacher in teaching and learning process was often assumed as the factor that cause the students uniterested in learning grammar. In Indonesia, specially in East Indonesia, some teacher still used convetional method and did repition in teaching grammar. Coghill and Stacy (2003) stated that the grammar of language is the set of rules that govern its structure. Grammar determines how world are arranged to form meaningfull units". Teaching English as a second or foreign language need variation and creativity especially in teaching grammar in order to make the class more joyful, relaxed and make the students interesting in joining the class.

That is way, based on the reasecher experience, this experiments was using other learning style in changing students perseption in learning English speacially in Learning Grammar by using one of learning platform in ICT is Kahoot!.
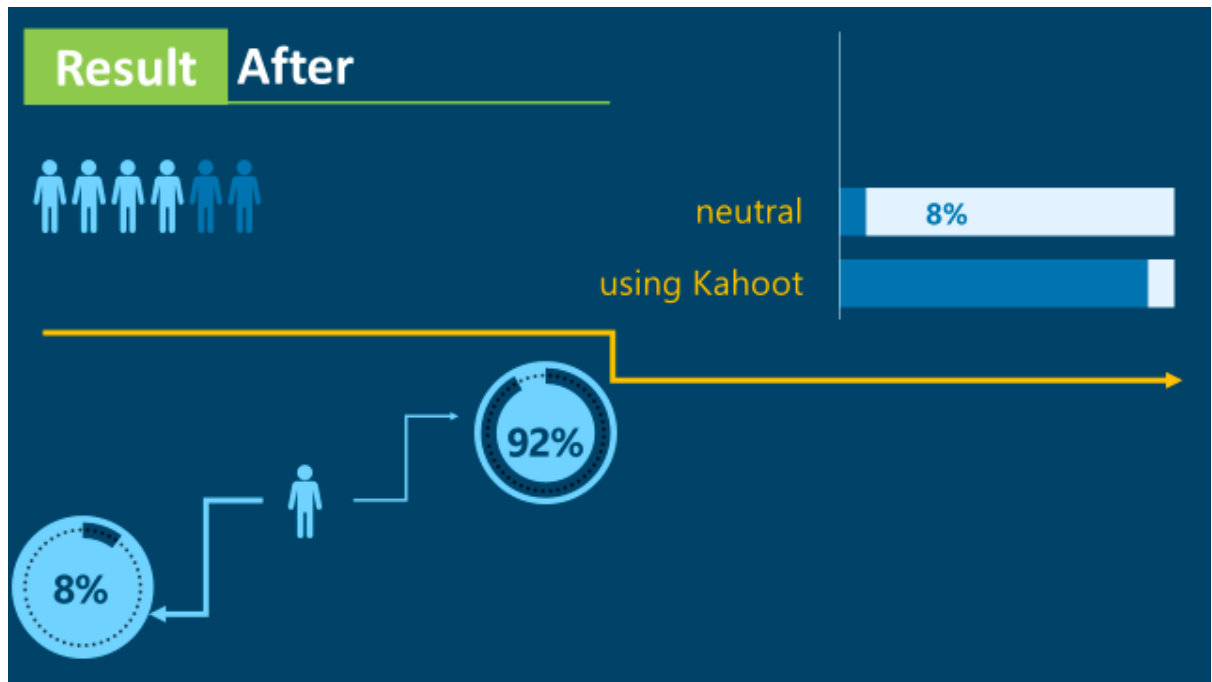
ICT inlcude of devices for encoding, storing, organizing, processing, retriving, transfering and presenting information with the elp of communication, television and computer (Yeul, 2013 cited by Budiati). By using ICT as a approaches in learning provide many opportunities to construct learning through their provision and support for resource-based, students center setting and by enambling learning to related to the context and practice (Barge, 1998; Barron, 1998 cited by Amin).

Conclusions

There were some activities in conducting the data. The data was conducted by using questioneries that have been answer by the students before using using Kahoot and after using Kahoot. The student in this sample is one of senior high student in East Indonesia, specially in North Maluku. Based on the data before using Kahoot, the data shown:

The data from the picture shown that 89,75% using traditional method by textbook make them bored in teaching learning process and became uninteresting in learn about English. It can see 89,75% uniteresting in learn differen with 10,75% for those who are interesting in learn grammar beacuse some of them are used privet course out of formal. Beside that, the teacher just used computer as much as 15% in teaching and learning process just to provide what the material have expain in the textbook. It means that, the teacher just shown the repetition material to using the facilities in the classroom and the most using white board and textbook.

In additon, after implementing kahoot in teaching grammar the response coming based on questioner and interview were variable. Most of them stated that using kahoot is more fun n teaching and learning process and looking forward in English clas or 92% stated it. However, 8% being in neutral becuse some of them come for rural areas uncapablelity in using smartphone or computer.

However, the litimitation on this reaserch is coming on the internet conection were sometimes unconection or limited acces. So, furthermore reaserch in using ICT need to give more attention in wifi connection.

Acknowledgements

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