

## Activating Students Speaking through Answer Question Technique by Using Spinning Wheel Media

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### ABSTRACT

*This article aims how to teach speaking skill through answer question techniques by using spinning wheel media.*

**Keywords:** Speaking, skill, activities, spinning wheel, media, answer question techniques.

### INTRODUCTION

English consists of four basic skills; they are speaking, listening, reading, and writing. From the four language skills, speaking is one of the English skills that should be mastered by students, by mastering speaking skill they are able to communicate well and not only for academic purposes, but also for professional purposes.

Huda (1999: 72) states that oral communicative ability is an important skill which need to be taught by English language teachers, but in fact this skill is the most difficult skill to develop. This is due to the fact that language environment in Karakalpakstan provides less support for English learners because English is not spoken in the community.

In term of speaking skill students are hoped to be able to express transactional and interpersonal conversation both formally and informally in accurate and fluent manner. In addition, the students are also expected to be able to respond various simple of expression in the context of their life. It means

that the goal of teaching speaking in the EFL is to have the students to be able to communicate and respond English used in daily conversation and communication among students, teacher, and people in common.

As Huges (2003:113) states that the objective of teaching speaking is developing the English speaking ability in order to be able to interact successfully. Further he explains that in order to be able to use the language the students should comprehend the linguistic items of English language. Based on the reason, it can be said that teaching speaking is focused on providing students with comprehensible input in order to enable them to develop their spoken English as one of the productive skills which the students need to obtain addition, the students are also expected to be able to respond various simple of expression in the context of their life. It means that the goal of teaching speaking in the EFL is to have the students to be able to communicate and respond English used in daily conversation and communication among students, teacher, and people in common.

Willis (1998: xii) states that teaching English means using English language in the classroom as often as possible; For example, teachers should use English when they are organizing teaching activities or speaking to students. This is not only aimed at establishing English for communication between students and teacher, but also providing language input for the students so that they can imitate and use the language in real life. In addition, the use of English in the class will make the students realize that at the main aim of learning a language is to learn to communicate in target language. Accordingly, it is very important for students to practice their English that they have gotten from teaching learning process.

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their spoken English as one of the productive skills which the students need to obtain

Question and answer technique is important to be applied in teaching learning process. Almeida (2011) mentioned that asking questions is of crucial importance for the teaching and learning process. This question and answer technique is able to make the class effective. Krasnoff (2016) stated that oral questions posed during classroom recitations are effective in fostering learning. The students will be active to think in answering the questions from the teacher. Also questioning students orally will train the students to express their idea in public, this technique will force the students to answer the question than finally they will not be nervous anymore communicating their ideas in the classroom. Than the different ideas from the students when they answering the questions will bring them to discuss about the material, by discussing the material, the students are able to understand materials deeply.

There some weaknesses of questions and answer technique in implementing it the classroom. By asking questions orally some students will feel afraid to make mistakes in answering the question, they worry to be laughed in the classroom. Basic stated that students are afraid of being laughed at. The teacher should not put them in positions where they could risk making fools of themselves in front of their classmates. It makes them to be silent rather than answering the question, so that the teacher needs to motivate them to speak, the teacher can tell them that making mistakes in learning is a must. It's also hard for the teacher to make question that appropriate to the students' level, the teacher needs to think and prepare it before coming to the class, beside that, if the students do not directly answer the question, it will waste of time, to avoid it, the teachers should not wait for long time, she/he should find another students to answer the question. The weaknesses of this oral questioning technique can be solve by the solution given, so that this technique still can be used to improve students' speaking activeness.

### THE SPINNING WHEEL

In this study, the researcher developed a rotary wheel media to establish the media wheel of fortune, using the wheel as a medium. Aulia (2016: 2) states that the wheel of fortune media is a wheel-shaped media which can be rotated and divided into several sectors/sections in which there are question cards. Aulia (2016: 12) added that the wheel of luck or the Spinning Wheel Game is a learning medium that uses a circle that is divided into several sectors. In the sector, students answer questions in the form of a certain number in the circle. Rahman (2013: 2-3) argues that the wheel of fortune is a learning technique which in its use, involves all students so that it can make students more active, interactive, the learning process becomes more optimal and enjoyable.

The statements, it can be concluded that the media of the wheel of fortune and the wheel's media have in common that is to use a wheel or circle, which is divided into several sectors or sections in which there are questions. Also, this media is packaged in the form of games. The media of this spinning wheel game can attract attention, interest, and motivation to learn and increase students' understanding of the material.

### THE STEPS OF SPINNING WHEEL GAME

In this study, the researcher developed the spinning wheel game; Ginnis in Aulia (2016: 28-29) mentioned the steps to use the spinning wheel game as follows: 1) Make a set of cards with a question on the front and numbers on the back. Cards are made up of the number of students in the class. 2) Create a media "Wheel Game" from cardboard, divide the wheel into sectors or parts according to the number of cards made, and then give a number to these sectors. Next, make arrows from cardboard and thumbtacks that act as players on the media. The result looks like a "Twister" wheel. 3) Students sit in a large circle. The card is spread with the numbers side up 4) One of the representatives of students came forward to the class to rotate the media wheel. Arrow points to a number, and the student draws the card

according to the number obtained from the wheel media. Then students answer the questions contained on the card. 5) The teacher discusses with all students in the class to give punishment to students can't answer 6) Students rotate the media wheel alternately. Students who have rotated and answered questions appoint other students to rotate it. If the next student gets a scorching number, the student must turn it back to get a number that has not yet been scorched. Based on some of the experts above, it can be concluded that the steps of the spinning wheel game are a rule of how we play the spinning wheel game so fun.

#### THE STRENGTH OF SPINNING WHEEL GAME

Aulia (2016: 29) states the benefits of the wheel of fortune as follows:

1. The spinning wheel game can encourage students to participate.
2. Spinning wheel media game is a game with challenging advantages such as game shows on TV. This game is very familiar and can excite students.
3. This media is excellent to be used in test preparation.
4. Train students' memory and thinking speed.
5. Practice understanding in solving various problems encountered Based on the opinions of some of the experts above, it can be concluded Strength of the Spinning Wheel Game is a media where it becomes a force that makes the spinning wheel game fun and relaxed when it is playing or used for learning media

#### TEACHING SPEAKING BY SPINNING WHEEL GAME

Aulia (2016: 124) explains how the steps in using the spinning wheel game in teaching are:

1. Play the spinning wheel game until the wheel is stationary and the instructions on the smart wheel media show the numbers printed on the intelligent wheel media

2. Students take the question card following the numbers in the media
3. Students discuss the answers to the questions obtained by members of their respective groups
4. Students come forward and explain the results of the discussion
5. The teacher matches the students' answers with the answer cards on the spinning wheel game

This is a very simple communicative activity that works wonders because it is highly engaging, students love it and it is very productive. It takes 2 minutes to create and it is adaptable to any topic of discussion and suitable for all levels.

Aim: activating speaking through discussion questions.

Levels: all

#### PROCEDURE

Easy peasy! Just go to [wheeldecide.com](http://wheeldecide.com) and fill in one wheel with the target vocabulary and another one with the questions you want your students to discuss.

Students in pairs

Spin the wheel containing the questions and then, the wheel containing the word/ expression you want your students to use when answering the question.

Student A has 2 minutes to talk about the question . If he does, he scores a point.

Spin the wheels again. It's student B's turn.

When creating the wheel, go to the advanced section to choose colour and whether you want the option to be removed after it is landed on or not.

If you are a student and you're preparing for exams or studying on your own, you probably have your own studying strategies, but I invite you to try this new one. I'm sure you'll find it engaging and productive.

## RESEARCH METHOD

This chapter presents the research design, population, sample, instrument, data collecting, data collection technique, and data analysis techniques.

### *Population*

A population is an object or subject with the writer's quality and characteristic to study then conclude Sugiyon (2013: 80). This research population is the first year students of Karakalpak state university in the academic year 2023/2024. The number of the population is 207 students

### *Sample*

A statement from Arikunto (2013: 174) states that "the sample is a smaller part of the population that taken as an object of research." According to Margono (2004: 127), this technique uses when the populations are not composed of individuals but consist of individual groups or clusters. Sampling techniques are used to determine samples. The researcher uses cluster sampling in taking the sample from the population. According to Sugiyon (2013: 110), cluster sampling is a sampling method based on a particular group or area. The purpose of the cluster sampling method, among others, is to examine a matter in different parts within an agency.

## RESEARCH FINDINGS AND DISCUSSION

### *Research findings*

Research findings respond to research questions, Is the Spinning Wheel Game Utilized in Improving Students' speaking skill through answer question technique? The data presented in the form of spoken obtained through observations of students' speaking. Students are asked to make groups and then each group gets a different theme by using Spinning Wheel Games. After that, it can be determined that this spinning wheel can improve students' speaking skill. The end result is that spinning can be used as a game that can help students learn to speak. Spinning

wheel can increase students' interest, challenge their thinking and enable them to speak.

*Rules of playing*

Before starting the game, players must prepare a laptop or cellphone to start this game via the web and also prepare a pen to write topics that are obtained after the game is played. Then each group will get a different topic to write the procedure text. In accordance with the results of the rotation of the spinning wheel game. This game is very easy to play. The first thing that players have to do is determine the turn of the group that will spin the topic of the procedure text. To determine the topic to be selected, each group must turn the wheel. After each group spins the wheel, they can see who got topic A, B or C and so do the other groups. The group representative must wait until the wheel stops. After the wheel stops, the group representative must look at the needle on the wheel where the needle stopped. If the needle stops at the letter B, each group must write the topic in the form of procedural text. If topic B has been chosen by one group, then topic B will be removed from the list of topics that will be randomized to other groups. So, each group will get a different topic. Creating a table with the number of turns, group name, and points earned by each group. Each group has a different speaking ability result. Then, each group only write their name and the score earned during each turn. The purpose of the group name is to determine who play next, and the purpose of the points is to determine the score of each player. The Group 1 attains 24 scores, Group 2 get 28 scores, Group 3 get 20, Group 4 gets 16, and Group 5 gets 10 scores. Based on the evaluation, the games can increase students' interest, challenge their think and enable them to produce procedure text while playing. Following the product evaluation, the following evaluations are conducted Ahmad (2021:28) described the wheel of spin as a wheel-shaped medium containing question cards that can be spun and broken up into a variety of sections/sections. A teaching tool is the Spinning Wheel or Wheel of Fortune game, which has a circular with numerous sectors as its playing surface (Aulia, 2016: 12). Students in this field respond to questions by writing a number in

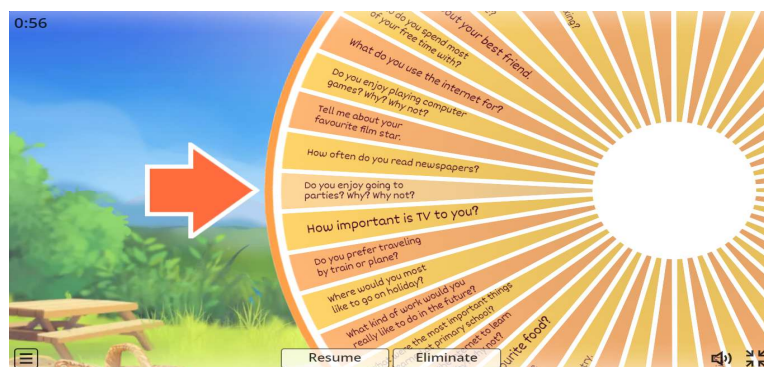


the circle. Rahman (2013) argues that when employed as a teaching tool, the wheel of fate engages all students'. Students' are more involved and engaged as a result, which makes learning more efficient and enjoyable.

#### DISCUSSION

This game is a game adapted from the wheel of fortune game. If the fortune wheel game uses numbers as sectors and several types of cards to represent each sector contained in the fortune wheel game. As stated by Jaelani in Izati (2016: 53), " The definition of a spinning wheel is "moving about, changing direction, turning, or getting around". So it can be concluded that a spinning wheel is a circular object or circle that can produce a movement around or change direction. In other words, a spinning wheel is a circular object or circle that can be rotated. There are several types, namely manual (made directly), making using software and using the web. If we want to use the manual we have to prepare tools such as wood, ruler, pencil and others. if you want to create through software including Microsoft Office Word, Paint, Photoscape, and Microsoft Office Publisher, and if you want to use the web all you have to prepare is a laptop, good internet, and a projector. Spinning wheel has advantages and disadvantages. The advantages of the wheel of fate were outlined by Aulia in Ahmad (2020) stating that If students play the spinning wheel game, they might be more eager to engage. The spinning wheel media game is a card game that resembles television game shows. This popular game captures pupils' interest. This media is a great tool for studying for exams. Students can enhance their memory and mental agility. Thus, use what you've learned to find solutions to a range of issues. Based on some of the views expressed above, the spinning wheel game's strength is a medium through which it transforms into a force that makes the game exciting and peaceful when it is played or utilized for learning. Bafadel cites Aulia (2019:7) The Spinning Wheel Game has the following flaws, which are listed below: It takes a lot of time to play. More time, space, and resources are needed for teachers. This is because the Spinning

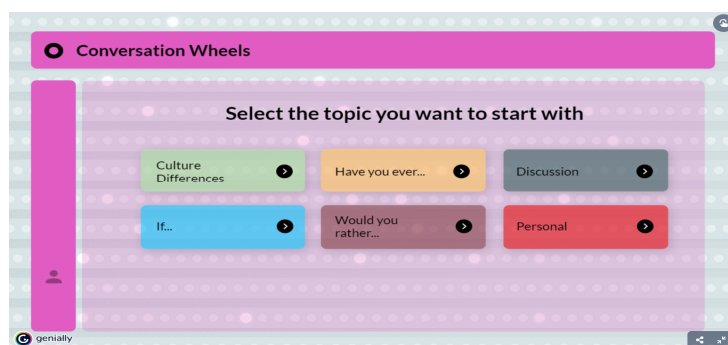
Wheel Game uses manual learning materials. The support of appropriate facilities, equipment, and resources is necessary for the learning process to go properly. However, this study's spinning wheel has a different vulnerability from the one mentioned above. The following are drawbacks of playing the spinning wheel game online: If you try to utilize the web, it can occasionally give errors. Accessibility requires wifi, a laptop, or a smartphone. The spinning wheel game may be played more conveniently and at anytimeanyplace by using the internet, which saves energy, time, and space. The researcher of the spinning wheel game was the media chosen to use for this study. The steps for playing the spinning-wheel game are as follows: The pupils are then instructed to form groups after the teacher gives instructions for the spinning wheel activity. The teacher then launches Google Chrome and types spinnerwheel.com into the address bar to access the Spinning Wheel website; wheelofthenames.com. Then, each group is requested to speak the selected theme. The teacher writes many theme possibilities that have been taught and that students will choose to speak about.



## CONCLUSION

Games are media that can be used in learning English, there are many learning media in increasing students' interest in speaking. One of the games that can be used in learning English is

Spinning Wheel. By using games students can learn to speak in a fun and interesting way. Roda Game was created to improve students' speaking skills. There are several types, namely manual (made directly), made using software, and using the web. If we want to use the manual we have to prepare tools such as wood, a ruler, a pencil, and others. if you want to create through software including Microsoft Office Word, Paint, Photoscape, and Microsoft Office Publisher, and if you want to use the web all you have to prepare is a laptop, good internet, and a projector. This game has been evaluated by several researchers and high school students. This game is very helpful in learning to speak. This game can make students challenge their way of thinking, fun, and enjoyable.



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