Language is so ubiquitous present everywhere or in several places at the same time that we take for granted. It means that language is not a simply means of communicating information but also very important means of establishing and maintaining relationship with other people. In communicate with people, they can use more than one language in their communication in order to be accepted by society. It happens because they are bilinguals; who can speak and understand more than one language. One of the features of becoming bilingual is code switching. The writer of this research is interested in discussing code switching because of the importance of studying code switching, the limitation of study concerning with code switching, and the bilingualism of Malang society.

The objective of this research is to describe of code switching that exists among the Sanggrita members and why they switch the codes from Indonesian to Javanese.

The population of this research is members of Sanggrita at MUM. It is difficult to study all members of Sanggrita at MUM, that’s why the sample only taken five persons and they are only members who are not Javanese. Hence, the sampling technique used is purposive sampling.

The descriptive qualitative is the research design of this research. The data is collected by direct observation and interview, which is done by the writer uses participant observation with the instrument in this research.

The finding of this research can be as follows. There are seven kinds of code switching made by the members of Sanggrita at MUM in terms of; (1) Situational code switching, (2) Conversational code switching, (3) Metaphorical code switching, (4) Intersentential code switching, (5) Tag code switching, and (6) Borrowing code switching. The causal factors that motivate them to switch the code from Indonesia to Javanese are (1) Quoting somebody else; (2) The differences of ages among the speakers, (3) Specializing summons, (4) Background of the speakers, (5) Being influenced by the interlocutors who switch the code, (6) Changing the topic of discussion, and (7) Expressing annoyance.

Based on the finding, not all kinds of code switching occur in the members’ of Sanggrita’s interaction, there are only six out of eleven kinds and not all of the causal factors that exist, there are only seven out of thirty one kinds of its factors.