In this study, the researcher tried to identify the usage of games and songs in teaching English to the fourth grade students of MI Al Ghozali Panjerejo Rejotangan Tulungagung.

Based on the statement above, the formulated problems were: (1) What kinds of games and songs used by the teacher? (2) How does the teacher apply the games and songs in class activities? (3) What are the advantages and disadvantages by using games and songs?

The research design used in this study was descriptive qualitative. It was intended to describe how the games and songs that used by English teacher. The researcher used one English teacher and the fourth grade students at MI Al Ghozali Panjerejo Rejotangan Tulungagung as subjects. The instruments used in this study were interview and observation. The interview was given to the teacher and the observation was done in the class.

The result of the study showed that the kinds of games used by the teachers were matching games, guessing games and puzzle. For the songs, the teacher changed Indonesian children songs into English. The reason for using those kinds of games and songs were that they were interesting and easy to demonstrate. Besides, using games and songs made the entire students in the class more active, creative and happy.