

CHAPTER 1

INTRODUCTION

This chapter presents the introduction of the study. It consists of background of the study, statements of the problem, objectives of the study, significances of the study, scope and limitations, and definition of terms.

1.1 Background of the Study

In modern era people are demanded to have more than one language. Language as tool for communication takes important roles in daily activities. With communication we can express ideas and feeling, to others. Without communication, we are left behind. Communication in foreign language is a bridge to get information, knowledge, and culture.

Indonesia as a developing country has realized that English as an international language is needed to be mastered by Indonesian people, English is essential to be taught to students from elementary school, the first year of junior high school up to university. According to the English curriculum, English teaching covers skills of listening, speaking, reading, and writing. The four skills are supported by sub skills. They are grammar, vocabulary, pronunciation, and spelling. Vocabulary is one of major problems being confronted by the learners in learning English. It can be the measurement of student understands in English. Schmitt (2000: 19) stated that “one of the key elements in learning a foreign language is mastering the L2’ (second language) vocabulary.

Vocabulary is one of the important language elements the students should master. As Rivers (1968: 42) said that it is impossible to learn language without vocabulary or without words. Mastering vocabulary is one of the major problems being confronted by learners in learning English as a foreign language.

Vocabulary plays an important role in the four skills of learning language. So, vocabulary should be taught in class. The problem faced by the teacher is the students might find some difficulties in developing their English vocabulary especially in getting the meaning of the words. This problem leads to another problem that students cannot fully improve their ability to use English.

English teachers at junior high school should be able to motivate the students to learn English. They have an important duty to facilitate their students by using interesting technique in teaching learning process, which acts stimuli to arise the student's interest in English. According to Hubbard as cited in Syarifah (2001: 1) Teacher should find the most effective way in teaching vocabulary and make sure that the students have understand and remember the new words well.

Occasionally, in teaching learning process, students feel afraid of following the teaching learning process of English because they do not understand the meaning of English words. To avoid that condition and to motivate the students in learning English, teachers can use teaching aids to give different atmosphere to classroom situation that makes students love the subject.

Vocabulary is an essential means in conducting communication. Having a good memorizing English vocabulary will be helpful in delivering their ideas, messages, and feelings either to the listeners or readers. In teaching vocabulary at

school this is an important part that should be taken to students is to increase their mastery of this part. The mastery of it will be more helpful for English learners.

Based on the writer's experience during the teaching practice, she found that by having less number of the vocabulary, students find it will not easy to understand and to speaking in the language processed. Students require a large amount of vocabulary. Furthermore, it can make them lazy to be involved in learning process. Consequently, this class atmosphere will bring the worse impact to the learning process. Teachers have to find the ways of teaching vocabulary for their students, since it has become the most important aspect for mastering the English language skills.

Teacher as one of the component in a teaching learning process has an important role to teach their students by using an interesting medium and method. It aims to make students more interested in studying the material especially English material.

Learning vocabulary can be done trough many ways such as; dictionary, picture, guessing, reading, game, etc. As Nation (1989) says "as well as being source information, dictionary can also be aids to learning". To make effective techniques in teaching vocabulary especially common nouns, the teacher should create various teaching techniques to increase the motivation of students; one of them is using game "word games". Using game "word games" to improve students vocabulary achievement is appropriate technique to apply in class because word games is one kind of medium that can help teacher draw students interest and rouse their motivation in the teaching learning process.

Therefore in the effort to find out ways to solve the problems and to make the students more interested in studying English, the writer would like to propose a new set of media that can be use in teaching vocabulary namely teaching vocabulary through words game.

Games have been shown to have advantages and effectiveness in learning vocabulary in various ways. First, games bring in relaxation and fun for students. Second, games usually involve friendly completion and they keep learners interested.

Words game is a strategy to reinforce the core vocabulary of a specific subject. Teachers select one kind of interested words game and then combine it in a lesson maybe in the beginning or at the end of the lesson. By using words game students will be able to memorize the words or vocabulary effectively and think that learning English is very fun. The students play the words that are taught by the teacher. So, the teacher should place a higher priority on having fun in this teaching. The students are interested in game while they learn something trough it.

Based on the explanation above the writer thinks that it is reasonable enough to be the reason why she is interested to a collaborative classroom action research under the title” **A study on the use of word games to Increase Vocabulary Acquisition to the Seventh Grade Students of SMP Negeri 2 Kupang in the School Year 2017/2018.**

1.2 Statement of the Problem

Statement of problems is actually the specification of the topic of a thesis or research. The problem statements of the study are written down in the following:

1. Is the use of word games effective to increase the vocabulary acquisition of the seventh grade students of SMP Negeri 2 Kupang in the school year 2017/2018?
2. How is the word games used to increase the vocabulary acquisition of the seventh grade students of SMP Negeri 2 Kupang in the school year 2017/2018?

1.3 Objective of the Study

Based on the problem above the objectives of this study are in the following:

1. To know whether or not the word games can be effective in learning vocabulary to the seventh grade students of SMP Negeri 2 Kupang.
2. To find out the advantages of using games in teaching and learning English vocabulary acquisition To the seventh grade student of SMP Negeri 2 Kupang.

1.4 Significance of the Study

This research has significance for the teacher, the students, the writer, and the readers, as presented below:

1. For Teacher

This research will provide supports to English teachers to develop the teaching aids for English teaching. The teacher can enrich their strategy in teaching vocabulary by using word games to make students interested in learning English.

2. For Students

Hopefully the result will be beneficial for the students, so that the students can enjoy studying English by using games. Teaching vocabulary by using games will make students relaxed and have fun.

3. For Writers

This study is very useful to the writer as a candidate of English teacher in the future. Because through this study the writer will know what strategy can be used to improve students' vocabulary acquisition.

4. For Readers

This study will provide some information to enrich the readers' knowledge especially about how to improve students' vocabulary acquisition through word games.

1.5 Scope and Limitation

The study deals with a technique used to teach vocabulary. There are a lot of techniques that can be used to teach vocabulary. The writer uses word games. There are so many word games to teach vocabulary example: word wheel, crosswords, transearch, matching, high frequency word etc; this study is focus on the use of some word games named Fill in the blanks by Webster (1828) "word

games and quizzes”, Animal crazy quilt and Hidden Words (Animals in hiding) by Carol Smallwood (1990), to increase vocabulary acquisition to the seventh grade students of SMP Negeri 2 Kupang in the school year 2017/2018. This study is focus on noun.

1.6 Definition of Terms

There are some important terms appearing that should be defined or described to help the readers understanding this proposal. They are stated as follow:

1. Vocabulary

Vocabulary is a list of words and sometimes phrase usually arranged in alphabetical order and define, etc (Noah Webster, 1997:2046)

According to John Simpson (2003:482), vocabulary is all the words that a person knows or uses; all the words with their meanings, especially in a book for learning a foreign language. In this case, vocabulary means a list of words taught by teacher through word games.

2. Word games

Webster (1828) stated that the word game is a game in which players compete in forming, thinking of, or guessing words according to a set of rules. Word games also called word game puzzles are spoken or board games often designed to test ability with language or to explore its properties.

Word games are generally engaged as a source of entertainment, but have been found to serve an educational purpose as well. For instance, young children can find enjoyment playing modestly competitive games such as hangman, while naturally developing important language skills like spelling.

Solving crossword puzzles, which requires familiarity with a larger vocabulary, is a pastime that mature adults have long credited with keeping their mind sharp.

3. Acquisition

Acquisition is the act or process of achieving mastery of a language or a linguistic rule or element. According to Webster's Merriem(1828) acquisition is the act of acquiring or gaining something.

4. SMP Negeri 2 Kupang

SMP Negeri 2 is One of state Junior High Schools in Kupang, in which the writer chooses as the location of the study. The writer considers the students in this school are in needed to use the word games method to increase their vocabularies.