

CHAPTER I

INTRODUCTION

This chapter elaborate all aspects related to the research. It consists of research focus, research objective, significance of study, scope and limitation of the study and definition of key terms.

A. Research Context

Learning English in school is structured have to be appropriate with curriculum standard education. The objective of teaching English vocabulary the students are expected to be able to master vocabulary that is common in academic text. Each education level has different objective in learning invariably in learning English. English language takes an important part in school which needs to be executed and learnt by students. Language itself means tool of communication that made up sentence to convey the meaning. Fluently in English language can be categorized when students able to cover four aspect in English language skill consists of reading, writing, listening and speaking.

In reality, the objective above are not achieved yet. It can be proven from the fact that the students still have low mastery or low knowing about vocabulary, the low level knowing of students about vocabulary is caused by many factors internal and external. Internally, the factors that can influence the students vocabulary are motivation, interest in learning English, self confident and etc. Externally, the factors that can influence the students vocabulary as strategy as well as media.

However for mastering those aspects, students need to have more vocabularies to understand English language either in spoken or written. Cameron argued that teaching vocabulary is not only ask to the student to memorize the word, because teaching vocabulary will be better by using media, like game, storytelling and song.¹ This should be important to be applied by the teacher for creating different atmosphere in the classroom also make enjoyable class and lesson.

Vocabulary is the basic elements of a language. It is commonly defined as all the word used by speakers when using their language. Vocabulary is a core component of

¹Lyne Cameron, *Teaching Language to Young Learners* (New York: Cambridge University Press, 2001) P.74

language proficiency and provides much of the basis for how well learner speaks, listen, write and read, it means without knowing and having enough vocabulary someone or language learner will be difficult to understand the other language skill.² Vocabulary is one of items that have to be mastered first by the students in learning English, because no one can speak English if they have limited vocabulary include student as first English learner any one will get trouble in the process of learning English.

Vocabulary is an essential component in language learning and one of important elements in language that should be understood by learners, because it supports the learning of language skill development in order to master the target language. Studying vocabulary with a high intensity is very useful for the learners, thus it should be handled explicitly. Academic vocabularies need to be focused on they who want to study English. While technical vocabularies are effective for they who want to focus on specific purpose.

Learning vocabulary does not only about memorizing word by word with a list but also students have to understand its meaning, since a long time ago the English teacher only give the student some list of word and the meaning to memorize vocabularies one by one. So this strategy makes the students are get bored easily. This situation challenges the teacher to be able address different atmosphere in the class but still enjoyable to learn. One of ways of it is bring fun game into the class.

In learning vocabulary, many problem who face by students so that they are very difficult al of material that the teacher was explained. They can not understanding meaning of word. Most students have found difficulties in understanding meaning of word, because they may not know it when they are learning, so that it is so hard for could understand the lesson well and it also might make them dissapointed and unmotivated. Besides that, they try to translate it into Bahasa indonesia, so that they attempt look up it in the dictionary.³

Game can be found to give practice and all the skills include listening, reading, writing and speaking.⁴ Moreover, game also appropriates to be applied in teaching

² J.C. Richard and W.A Renandya, *Methodology in Languange Teaching* (USA: Cambridge University Press, 2000) P.255

³ Miftahul, jannah. *Using Games in Improving Styudents Vocabulary*. (Thesis: Jakarta UIN Syarif Hidayatullah. 2011) P.2

⁴ Andrew Wright and friends, *Games for Language Learning*, (New York: Cambrigde University Press, 1994), P. 1

vocabulary. Game has planned before doing and has learning skills, vocabulary can be learned by games, such as guess my gesture guessing word and scrabble. These kinds of game were formulated to help both the teacher also the students acquiring the lesson in the class easily and clearly. In this case, Scrabble game applies to help the students learn vocabularies.

Game is every contest between players who interact each other by following certain rules to achieve certain goals. Games is one of favorite things of students because game can make fresh our mind and eliminated tired. Games can make us addicted and waste time but, games can make players learn a lot of things. With the use of game I teaching learning process in classroom, it can expected to make student understand the lesson the delivered by teacher easily. Whether students still understand the lesson or even make them not understand at all or they just say they understand but not. However, how if using a game only makes them feel happy and does not focus on the lessons.

Teaching vocabulary using game is important to make students enjoy the learning process using game is one of solution to overcome the problems. Through games students could be easier to understand what teachers present. Advocated that learning vocabulary through games give students more chances to learn something from one other, it means that using games will help students to enjoy English lesson in class, a game that the researcher will use in this research is called scrabble.

Scrabble is a simple game that can help the teacher in teaching vocabulary especially in memorizing, spelling and understanding the meaning of the words and also a good media to teach English in the classroom because make it challenges students ability to remember vocabulary more enjoyable.

Scrabble is one of game that can use in teaching vocabulary. It provided boards contains of word that consisted of different score in every word. It can be played by two players or teams. The scrabble game is very useful, easy and entertaining game to practice any set of vocabulary. The students had to arrange the letter that they get and gived meaning to every word. Playing scrabble game enable students to apply their vocabularies to learn the spell and makes students memorize vocabularie easily.⁵

⁵ Siti Hartina. *Improving Students Vocabulary by Using Scrabble Games at Seventh Grade of SMPN 5 Palopo*. (Thesis:IAIN Palopo). 2019 P.2

Scrabble is one of media which formed in game with the function stimulates the students to be creative in constructing the words. Since this game forms in a piece of paper, thus it helps the students to remind their vocabularies as many as possible. While, way to play is students have to arrange the words that have meanings. One of the excellences of this game is each player being forced to have enough vocabularies.

This game also apply in MTs Al-Huda Lembung Barat Lenteng Sumenep. Misnati as the teacher of the first grade students told that she often uses various and different techniques to teach in her class. One of them is applying scrabble game. She said that this kinds of game is quite effective to use because it can help the students to be more creative and learn more vocabularies before come in to the class. She also said that when she turned usual technique in the class, she found that most of the students feel bored and confuse to understand what the teacher means.

Mrs. Misnati uses this game because in this class is not too many students, so she said that besides making active class also can effective way to apply the game in the class. She make this game as simple as possible so that the students can memorize the words in the paper that given by teacher.

This phenomenon inspires the researcher to conduct a research entitle “The Use Scrabble Game to Teach Vocabulary at the First Grade Students of Mts Al-Huda Lembung Barat Lenteng Sumenep” which is aimed to describe how the teacher applies this game in the class.

B. Research Focuses

Ary stated that research problem that not consider as a concrete problem, but it needs to make a question to be more concrete. In addition, a qualitative problem statement or question indicates the general purpose of study.⁶ Research problem is question that need answer. According to Donald Ary research problem is some question to be answered by research project.⁷ While other definition of research problem is translation of research purposes in to specific question that planned study will aim the answer.

⁶ Donald Ary et al, *Introduction to Research in Education* (Cengage Learning, 2013) P.53

⁷ Muhammad Adnan Latiief, *Research Method on Language Learning: An Introduction*, (Malang: UM Press, 2013), P. 15

Research focus is defined as some situation based on the relation between two factors or more, in which it causes confuses situation r question, have tentative teacher and situational appropriate for the real phenomenon and need a problem solving.⁸

1. How does the teacher implement scrabble game in teaching vocabulary at the first grade students of Mts Al-Huda Lembung Barat Lenteng Sumenep?
2. How do the students' response toward the use scrabble game in teaching vocabulary at the first grade students of Mts Al-Huda Lembung Barat Lenteng Sumenep?

C. Research Objectives

According to John W. Cresswell the purpose of statement is a statement of intent for the study that declares specifies goals that the investigator plans to achieve in a study.⁹

Based on the research question of the study, the research undertakes to give purpose as bellow :

1. To explain how the teacher implement scrabble game in teaching vocabulary at the first grade students of Mts Al-Huda Lembung Barat Lenteng Sumenep.
2. To describe the students' response toward the use scrabble game in teaching vocabulary at the first grade students of Mts Al-Huda Lembung Barat Lenteng Sumenep.

D. Significance of Study

Significance of study is a statement of why it is important to look for the problem, and how the solution will improve the human condition. It explain the use or how the importance a research, whether the scientific or social aspect.¹⁰ This research has two significances. The significances are:

1. Theoretically

With this research, the researcher hopes this research will be useful in expanding teacher's creativity to teach English vocabulary in the class

2. Practical significances

a. The Researcher

⁸ *Pedoman Penulisan Karya Ilmiah* (Pamekasan : STAIN Press, 2015)

⁹John W, Cresswell, *Education Research*, (Boston : Pearson Education 2012), 111

¹⁰Pedoman Karya Tulis Ilmiah, P. 18

The result of this study will be useful to could be the reference for other researcher who want to conduct research especially about game or vocabulary.

b. The Teacher

This research expected to get the comprehensive information. This study is expected the teachers will be more innovative in teaching vocabulary in the class.

c. The Students

The result of the research is expected the students able to improve their English vocabulary mastery more and more.

d. Library

The result of this study especially the result in hard copy will be the additional collection for the library of State of Islamic Institute of Madura (IAIN Madura).

E. Scope and Limitation of Study

Scope indicates the area or object of study which will be researched by researcher. While limitation is potential weakness or problems with the study identified by the researcher.¹¹

This research has scope and limitation. The scope of the research is focus on the use scrabble game in teaching vocabulary and the limitation of the research is the students of at first grade of Mts Al-Huda Lembung Barat Lenteng Sumenep.

F. Definition of Key Terms

Key term is a word which eases them, as to find the meaning of word in sentence. So, it is needed to interpret and define the meaning of the some key terms to avoid some incorrect interpretation of the readers. Here are the definitions :

1. Vocabulary is collection of words which use to read, speak and write about English.
2. Game is a fun activity which make the audiences enjoy the game and the players can interact each other by following certain rules.
3. Scrabble is a name of game that need some words separately to be arranged into a words called vocabulary

¹¹ John W, Cresswel, *Education Research*, (Boston : Pearson Education 2012), P. 199

