

## CHAPTER I

### INTRODUCTION

#### A. Research Background

English is an important subject in school.<sup>1</sup> In the other word, English is one of the lessons that students must take, including the students of SMP Islam An-Nidhomiyah. As a students, it is expected to be able to master English well. This is because there is very tight competition for the young generation who will succeed the nation and the era of globalization. English is a language that can be used anywhere because it is an international language. Therefore, students are expected to understand English itself.

There are some elements in English especially for English ability. One important element in English ability was vocabulary. Vocabulary is a total number or list of word that have meaning and are indispensable to express our thoughts. Vocabulary is a basic requirement that affects students' achievement when learning English.<sup>2</sup> Vocabulary as one of the language aspects have to be learned when people learned a language. In the other words, vocabulary plays an important role because it is one element that links the four skill of speaking, listening, reading and writing all together. That's why, it was difficult to master the other competences without mastering and understanding the vocabulary. Because of that, most

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<sup>1</sup> Ananda Wilsana, Mochtar Marhum, Abdul Kamaruddin, "Teaching Vocabulary To Grade VIII Students at SMP Negeri 9 Palu by Using Word Wall Strategy", *e-jurnal bahasantodea* 3, no. 2 (April 2015): 23

<sup>2</sup> Ibid

of English teachers tried to build up the students' vocabulary by using various teaching strategies in teaching.

In teaching English vocabulary, there were many method that could help the students to improve their vocabulary. A teacher must be able to choose the right method of teaching vocabulary. This is because teaching English especially teaching the vocabulary is not something easy without using the appropriate method. So, the teacher must be smart in choosing a method that make students not feel bored and attractive.

One of method or technique that can be master of vocabulary was playing game. Games are a method that can be used in learning including teaching vocabulary. Game methods in learning process can provide opportunities for students to be directly involved in learning and make students feel happy about the subject matter that is delivered.<sup>3</sup> That way, students will feel interested and enjoy in learning vocabulary.

One kind of game is spelling bee game. A spelling bee is a competition that help children improve their spelling, increase their vocabulary and develop correct English usage. They also help build children's self-confidence and more importantly, they are a lot of fun.<sup>4</sup> In the other word, using the English spelling bee game not only for fun but also can improve their vocabulary, understanding the meaning of word, spell the word correctly and practice it when speaking.

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<sup>3</sup> Aji Jatmiko, *Joyful English Game* (Dukuh Rangkuda: Ahsyara Media Indonesia, 2019).

<sup>4</sup> Leni Nurpitasari, Wan Julia Mayasari, "The Use of Spelling Bee Game to Increase the Students' Vocabulary Mastery of the Seventh Grade at SMPN 1 BANTAN," *inovish journal* 3, no. 2 (desember 2018): 131

In this game, students are encouraged to participate in class, be active, think faster and motivate students to be more enthusiastic in mastering vocabulary. Students do not just stay silent and feel bored during the process of teaching and learning vocabulary because with this game students will feel happier and increase their self-confidence in class.

For the English spelling bee game, students must participate in class. Students who spell vocabulary must know in advance what the meaning of the written text or what other students says. While for students who read the vocabulary, they must speak or write to express their thoughts or provide information to students who are spelling. Thus, it can be concluded that the flow of using spelling bee game in the classroom are: 1). The teachers tells the students about some game rules; 2). Teachers and students start by singing the alphabet song to remember how to pronounce the alphabet; 3). The teacher mention things, places, animals, fruit or a few words; 4). Students listen carefully and spell the word independence or in a group; 5) the winner of the game will see from how many they can spell the vocabulary correctly.<sup>5</sup>

Relating to the description above, the researcher argues that the spelling bee game is an effective technique that can be used in teaching and learning activities especially in vocabulary mastery. Not only that, but also the students will easily find out the meaning of their own words. With this,

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<sup>5</sup> Hellyatul Mukarromah, English Teacher at SMP Islam An-nidhomiyah, *Wawancara Lewat Telepon* (25 Juli 2021)

the researcher is interested in analyzing on “*The Use of the English Spelling Bee Games in Teaching Vocabulary on the 9<sup>th</sup> Grade of SMP Islam An-Nidhomiyah*”.

## **B. Research Focus**

According to Creswell, research problem are the educational issues, controversies or concern that guide need for conducting a study.<sup>6</sup> In the other word, research problems are a questions that a researcher wants to answer or a problem that a researcher wants to solve. Based on the background of study above, the researcher would like to observe several problems are:

1. How does the teacher use English spelling bee game in vocabulary mastery on the 9<sup>th</sup> grade of SMP Islam An-Nidhomiyah?
2. What are the students’ responses of using spelling bee game in students’ vocabulary mastery on the 9<sup>th</sup> of SMP Islam An-Nidhomiyah?

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<sup>6</sup> John W Creswell, *Educational Research*, (New York: Pearson, 2012). 59

### **C. Research Objective**

Based on the research problem above, the purpose of the researcher are:

1. To describe how the teacher uses the English spelling bee game in vocabulary mastery on the 9<sup>th</sup> grade of SMP Islam An-Nidhomiyah
2. To find out the students' responses of using the English spelling bee game in vocabulary mastery on the 9<sup>th</sup> of SMP Islam An-Nidhomiyah

### **D. Significance of the Study**

Significance of the study describes the urgency of the research, either theoretically and practically. That is usefulness of science in the development of science, meanwhile social unity is directed as a single effort and deep stage solve social problems.<sup>7</sup> So the significant of study is contains the reason for the feasibility of the problem to be researched. There are two significance of this research, there are:

#### **1. Theoretical significance**

This research can give information about the process of using the English spelling bee game in vocabulary mastery.

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<sup>7</sup> PPKI IAIN Madura, Pamekasan: 2020, 19

## **2. Practical significance**

### **a. For researcher**

This research will give advantages namely how to know students English vocabulary mastery by using the English spelling bee games.

### **b. For English teacher**

This research will help the English teacher give information about the theory and what the suitable strategies related with English vocabulary mastery.

### **c. For reader**

This research will help the readers knows about the students' responses of using the English spelling bee games in teaching vocabulary.

### **d. For further researcher**

1. This research can be continued study for the next researchers who want to conduct the research about the strategies that suitable in learning English especially in mastering vocabulary.

2. This study provides an alternative to other researchers in conducting research, either as a comparison or reference.

## **E. Definition of the Key Terms**

Definition of the key terms is operational definition is required for avoid differences in meaning or lack of clarity of meaning.<sup>8</sup> In this section, the researcher wrote a few words that could make the reader more familiar with what would be explained in the literature review. The researcher uses some definition for the key terms as follow:

1. Educational Games is all types of game that is used in an educational environment.
2. English spelling bee game is the spelling game or English word game where you spell the difficult and complicated English word.

## **F. Review of the Previous Study**

Previous study is the result of previous research which serves as a comparison and equation of research with previous research. It means that the previous study in this research is previous study that has been conducted by other researchers. Knowing the previous study of the research is the main important thing for researcher and the reader. It will guide the researcher increase the research from the previous study.

A previous study has been conducted by Ni'matul Wafaa under title "teaching Students Vocabulary by Using Spelling Bee Game of the Second

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<sup>8</sup> PPKI IAIN Madura, Pamekasan: 2020, 19

Year Students at SMPN 3 Sungguminasa Gowa”. Based on the findings, derived from the result of her research as follow:

1. The learning activities are interesting and not makes the students feel bored
2. The students easy to understand the words given
3. The students enjoy and fun are in the learning process
4. The students can spell the words well<sup>9</sup>

In conclusion in her research is educational games especially using the English spelling bee games are suitable method in students’ vocabulary mastery in English.

The similarities with this research are the both research it is about learning strategies by educational games, especially spelling bee games and also the object of this research is junior high school students.

The differences are her research using the quantitative method, while in this research using the qualitative method. Not only that, but also the differences of both research are conducted in the second year of SMPN 3 Sungguminasa Gowa, while in this research will conduct in the 9<sup>th</sup> grades of SMP Islam An-Nidhomiyah

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<sup>9</sup> Ni'matul Wafaa, “*Teaching students vocabulary by Using Spelling Bee Game of the Second Year students at SMPN 3 Sungguminasa Gowa* ”, (Thesis of Alauddin Islamic University), 39