

CHAPTER I

INTRODUCTION

This chapter explains the introduction of this research. The introduction contains title, research context, research focus, research objectives, significance of study, scope and limitation, definition of key term, and previous study. This is so important to explain the reasons for the research and to explain the focus to be studied in the research process.

A. Research Context

English is a global language that is used as a ways of communication between one country and other countries. Most of people from some countries in the world use English to talk with people of the other countries. Richards and Rodgers said, “English is the world’s most widely studied, five hundred years ago it was Latin”.¹ English is very important because English is an international language and it is easy to be accepted by the most of the people in the world. English is also helpful in several sectors, such as economy, politics and education sector. English has some skills such as listening, writing, reading and speaking. But to master these four skills the main component is vocabulary.

Vocabulary has an important role in a language because whatever language is learned, it needs vocabulary. The basic of the process of foreign language learning is vocabulary mastery. The more vocabulary you have, the

¹ Theodore S. Rodgers and Jack C. Richard, *Approaches and Methods in Language Teaching* (Cambridge: Cambridge University Press, 1986).

better your language skills will be. People who were master on vocabulary depends on the quantity and quality of vocabulary that they have. Based on Jack C Richard and Willy A Renandya, vocabulary is component of language proficiency and provides much of the basis for how well learners speak, listen, read and write.² It means that we have to mastered vocabulary before we are able to communicate with other people.

English subject is not only learned at Senior High School, College but also at Junior High School. One of Junior High School that has English subject is SMP Nurul Abror. It is located in Tanjung, Pegantenan, Pamekasan. The researcher chooses ninth grade of SMP Nurul Abror, because the researcher ever saw the teacher there used one of the game that is very familiar to play but the concept of its games aim is to motivate students to learn English especially in learning vocabulary as the most important component and the first component to master. Besides, when the researcher looked the conditions of students when the English teacher implemented this game namely *Snake and Ladder* Game the students seem so comfortable and enjoyable also when using that game they look like so spirit to learn English especially to memorize vocabulary.

Every student has some factors in vocabulary mastery. There are some factors experienced by students in learning vocabulary mastery the first one is internal factors and the second one is external factors. The internal factors is that students do not have motivation in learning because they difficult to

² Jack C Richard and Willy A Renandya, *Methodology in Language Teaching: An Anthology of Current Practice* (New York: Cambridge University Press, 2002).255

understand vocabulary because they think learning material of the class are not fun and students often feel shy and lazy when memorizing vocabulary, while the external factor is the lack of support and reward from the teacher when they memorize the vocabulary. The researcher thinks that media needed to support the students in mastering vocabulary, it will make students easier to memorize. One of media that commonly used in memorize the vocabulary is *Snake and Ladder*.

Snake and Ladder Game is a board game usually played by children in which players move counters along a board, gaining an advantage by moving up pictures of ladders or a disadvantage by moving down pictures of snakes.³ It is familiar for the students, because Snake and ladder is often played by them in their homes so that they will absolutely easy to play it in another concept. *The Snake and Ladder* Game that researcher means here is the game which has the concept to help students to get easier for memorizing vocabularies. In addition, students can be exposed to the operations of addition and subtraction indirectly and it is also a suitable activity for leisure time. This is to promote social skills and interaction among the players. The use of game can make the classroom atmosphere comfortable and fresh so that it can increase students' motivation to learn vocabulary. The game will not damage the concentration of students in learning so that students can add new vocabulary.

³ Norman K.Lowe, *Games and Toys in Teaching of Science and Technology* (Landon: uniscoParis, 1988),p.26

In fact, based on observation the researcher found there are several factors that make student lack of their vocabulary, the students are lazy to memorize vocabulary, some students do not like vocabulary in English, and some students are late to catch the material.

Well, after the researcher found that big mistake, the researcher is strongly interested in this case. Because it do needs a big attention for our education quality in the future. After researcher take a look into some thesis that similar with this research, when the researcher tries to find out some references, the researcher finds some thesis which are in the rather same line as mine.

The first, Rizka Sari is telling about The Implementation of Snake and Ladder Game To Improve Students' Vocabulary of Second Grade Students at MTs Yayasan Madrasah Islamiyah Medan.⁴ The second, Helisa Marta Praweti is telling about how to increase students' vocabulary mastery at the bright kiddie kindergarten Surabaya. While from the researcher is about the Implementation of *Snake and Ladder* Game in Teaching Vocabulary. The similarities of both research is from the game used that are *Snake and Ladder* Game.

After thinking so long and making decision to know, research and observe this kind of game, so this game makes the students seem motivated to learn vocabulary so it means this game can motivate the researcher to make a research by choosing a title of the researcher under the “**The Implementation**

⁴ Rizka Sari, “The Implementation of Snake and Ladder Game To Improve Students' Vocabulary of Second Grade Students at MTs Yayasan Madrasah Islamiyah Medan” (Medan, The State Islamic University of North Sumatera, 2017). 7

of *Snake and Ladder* Game In Teaching Vocabulary at SMP Nurul Abror Tanjung Pegantenan Pamekasan”.

B. Research Focus

The formulation of the problem in this research is as follow:

1. How is the implementation of *Snake and Ladder* Game to vocabulary mastery to student of SMP Nurul Abror Tanjung Pegantenan Pamekasan?
2. What are the advantages and disadvantages of using *Snake and Ladder* Game to vocabulary mastery to student of SMP Nurul Abror?

C. Research Objective

John Creswell stated that research objective is an intention used that defines the goals the researcher wants to achieve in a study.⁵ Research objective of this research are:

1. To know the implementation of *Snake and Ladder* Game in teaching vocabulary to students of SMP Nurul Abror Tanjung Pegantenan Pamekasan.
2. To know what are the advantages and disadvantages of using *Snake and Ladder* Game to vocabulary mastery to students of SMP Nurul Abror Tanjung Pegantenan Pamekasan.

D. Significance of the Study

The result of this research is fully expected to give some theoretical and practical knowledge for the following parties:

1. Theoretical Significance

⁵ Creswell John W, *Educational Research :Planning, Conducting, and Evaluating Quantitative and Qualitative Research* (Boston: Pearson Education, 2012).p.111

The researcher hopes that this research can add new knowledge, especially in understanding the implementation of *Snake and Ladder* Game for the students in learning vocabulary in junior high school.

2. Practical Significance

a. School

Hopefully this research can become a contribution to the knowledge and can be a reference material for the further research.

b. Students

Researcher hopes that the results of this study can be useful in improving students' vocabulary mastery by using *Snake and Ladder* Game. With the learning to use *Snake and Ladder* Game, students are expected to create a relaxed atmosphere but students can still concentrate so that they can increase their vocabulary mastery.

c. Teachers

This research can be a reference for teaching vocabulary, especially for English teachers, this research can provide an overview for the teacher to choose a good learning media for vocabulary learning so that the teacher can create fun learning for students. In this research, teacher can use *Snake and Ladder* Game as a media to teach vocabulary.

d. The researcher

It can motivate the researcher to further increase the creativity of their ability to master vocabulary as a prospective English teacher later.

E. Definition of Key Term

The researcher gives the definition of key terms based on the title as follow:

1. Game : A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.
2. Snake And Ladder Games : a board game in which players move counters along a series of squares according to throws of a dice. A ladder provides a short cut to a square nearer the finish and a snake obliges a player to return to a square nearer the start.
3. Learn : The process to get knowledge or skill in a new subject or activity
4. Vocabulary : a list of vocabulary that has meaning and is needed to describe and express human feelings or thoughts. Human must develop and master a lot vocabulary to communicate effectively.
5. Learning Vocabulary : the process to get knowledge or skill in a new subject or activity of getting a vocabulary as much as possible.

F. Previous Study

Previous study becomes so important both of the research and the reader, because it will guide the researcher to seek to the similarities and differences of the research from previous study.

The first previous studies from this research is from Rizka Sari, she told about The Implementation of Snake and Ladder Game To Improve Students' Vocabulary of Second Grade Students at MTs Yayasan Madrasah

Islamiyah Medan.⁶ The second, one of some previous studies from this research is the influence of using *Snake and Ladder* Game Toward Students' Writing Ability in Recount Text At The First Semester of The Tenth Grade of SMAN Ngambur Pesisir Barat In 2017/2018 Academic Year.⁷ Her research is telling about on how to develop and express students' ideas in writing through the implementation of *Snake and Ladder* Game. While from the researcher is about the Implementation of *Snake and Ladder* Game in Teaching Vocabulary. The study which focuses on the Implementation of Songs to Increase Students' Vocabulary Mastery, the result is the student could increase their vocabulary and the students feel fun in learning English. The similarities of both research is from the game used that are *Snake and Ladder* Game but in different areas and medias.

In order to make different research about games becoming more various, the researcher discusses about the students responses during implementing *Snake and Ladder* Game in teaching vocabulary which is located at SMP Nurul Abror Tanjung Pamekasan. I realized that this research is crucial to do, because it is able to add new knowledge especially in teaching vocabulary.

⁶ Rizka Sari, "The Implementation of Snake and Ladder Game To Improve Students' Vocabulary of Second Grade Students at MTs Yayasan Madrasah Islamiyah Medan."

⁷ Heni Aprina, "The Influence of Using Snake And Ladder Game Toward Students' Writing Ability in Recount Text At The First Semester of The Tenth Grade of SMAN Ngambur Pesisir Barat In 2017/2018 Academic Year," *Raden Intan State Islamic University Lampung*, 2017.

