

CHAPTER I

INTRODUCTION

In this chapter the researcher will present about research context, research focus, objectives of the study, significance of the study, scope and limitation of research, and definition of key terms.

A. Research Context

In education word, language is a key which determines of success in teaching all subject (language center of Department of National Education,2004:1). The function of language is as a communication method which is meant that language is one of subject must be mastered. Language has central role in expansion of students' intellectual, social, emotional, an as supporting of success in learning of subject. Learning language is expected help learner know themselves, their culture, and the other culture. In addition,

learning of language help students' express idea an feeling, participate in society, even find use analitical and imaginative skill of themselves.¹

On the other hand, English is important because it happens to be the most popular language in the time of globalization. Different cultures need to communicate with each other. Somehow English helps in this process. For example, there were so many elements in English such as vocabulary. Vocabulary is smallest element in English that had to be mastered by students' because without vocabulary we could not understand each other and we could not express our opinion, feeling and ideas.²

English vocabulary is one of the important elements in language that the learners should understand because it supports language skills development to master the target language.³

Cameroon said that teaching vocabulary is not only asking the student to memorize the word. It is better using media like, games, storytelling and song. Teachingvocabulary, especially for students', must use media that make the students' don't realize the subject they learn so that the learning situation is comfortable.⁴

¹Fadilah ria restu. *That the thesis tell about the of word wall in teach vocabulary at MTS HasanuddinTebelGadangSidoarjo*

²Sulaswati*The Use Of Meme game Toward students' Action Verb ability of The Second grade SMP YPLP PGRII Tamalate*

³Scott Thorbury, *How to Teach Vocabulary (English: person education limited,2002)*,p23.

⁴Lyne Cameron, *Teaching Language to Young Learners* (New York: Cambridge University press,2001).p.74

Game is technique that includes free techniques in teaching English as a foreign language. Yolagidili and Arikan (2011) state the playing a games while learning will acquaint the student more with their environment. Using a game in the classroom will enhance students' learning process and interest. It give them an enjoyable and fun situation in acquiring the words. Besides, hidayanti (2010) claim that games can increase positive feeling and reduce anxiety as well as build learners' self-confidence because learners are not worried about getting a punishmen or ctricism when they make mistakes.⁵

Spin the bottle is one of the games used in the teaching-learning process. When using spin bottle games, the teacher can make the student easier to understand vocabulary and make students not bored in class, so spin bottle games help teach the learning process in the classroom.

Through spin the bottle, the student can memorize and understand vocabulary which they have studied because of they often see these words. They will memorize each letter of the words and they will use and they also understand about the meaning and the use the words. Therefor, they can use this words to make sentences in writing lesson. By using right vocabulary suitable with the conctect, they will not feel

⁵Sulaswati*The Use Of Meme game Toward students' Action Verb ability of The Second grade SMP YPLP PGRII Tamalate*

B. Research Focus

According to Creswell, research problems are the educational issues, controversies, or concerns that guide the need for conducting a study.⁶ So research problem is important for readers to know the importance of the study.

Based on the explanation above, the researcher formulates the research problems as follow:

1. How does the teacher teach vocabulary by using a spin bottle of seventh grade SMP Islam An-nidhomiyah Baruramabat Kota ?
2. How do students' responses their teacher using a spin bottle game in teaching vocabulary of seventh grade SMP Islam An-nidhomiyah Barurambat Kota ?
3. How do the advantages after teaching by using spin the bottle of seventh grade SMP Islam An-nidhomiyahBarurambat Kota?

C. Objectives of the Study

A research objective is a statement of intent used in a research that specifies goals the investigator plans to achieve in a study. The objectives of the study are:

1. To know how the teacher teach vocabulary by using spin bottle game to seventh grade SMP Islam An-nidhomiyahBarurambat Kota.

⁶ John W. Creswell. *Educational Research*, (University of Nebraska-Lincoln: Person,2012)P.59.

2. To know the students' responses when the teacher used spin bottle game in teaching vocabulary to seventh grade SMP Islam An-nidhomiyahBarurambat Kota.
3. To know how do the advantages after teach by using spin the bottle of seventh grade SMP Islam An-nidhomiyahBarurambat Kota.

D. Significance of the Study

There are some expected benefits to be achieved from this research. They can be divided into three: teacher, school, and researchers.

1. For teacher

This research could provide another source for teaching vocabulary to elementary school by using spin bottle games suitable for children. So, it can help the teacher create another technique that can make teaching English more alive and enjoyable.

2. For students'

Supporting the students' to canmemorize vocabulary well and correctly.

3. For schools

The result of research can be used as a suggestion to enhance teaching quality in the class.

4. For future researchers

The result of this research is useful as information or reference in writing another source, especially about the implementation of games in teaching vocabulary.

E. Scope and Limitation of Research

The scope is a range of things that a subject, an organization, etc., deals with.⁷ This study focuses on the spin bottle game used in teaching vocabulary for students' to seventh grade of SMP Islam An-nidhomiyah Barurambat Kota. Especially the researcher present only seventh grade SMP Islam An-nidhomiyah Barurambat Kota.

F. Definition of Key Terms

To avoid misperception of the terms in this study, it is necessary to define some key terms used to help the readers understand some words or phrases used in this study. Here are some definitions:

1. Vocabulary is the set of words within a language familiar to that person.
2. Spin bottle game is Spin bottle game is requires only an empty bottle and a circle of alternating boys and girls,. The object of the game is to spin the bottle on its side in the middle of the circle.⁸

⁷Martin. H. Master, *oxford learner's pocket Dictionary* (New York: Oxford University press, 1995) p.368

⁸Francia Edward Abernethy, *Texas Toys And Games*. P.107

