

## CHAPTER I

### INTRODUCTION

This chapter explains the introduction of this research. The introduction contains title, research context, research focus, research objectives, significance of study, 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 one of the languages spoken internationally. So that, English is used as an important basic competency for people who want to be insightful and knowledgeable<sup>1</sup>. As a part of culture, language plays an important role in business talks between nations. Therefore, English is one of the important subjects taught in schools. So it is hoped that graduates who master English well will provide the opportunities for them to become part of the global community of the world community. English is an important international language that can connect people with the world in various aspects including aspects of education<sup>2</sup>.

English is a global language that is used as a ways of communication between 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

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<sup>1</sup> Harmer J, *The Practice of English Language Teaching* ( Edinburgh : Longman,2001 ) 22

<sup>2</sup> *Ibid*, 64

Latin<sup>3</sup>. 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.

Language naturally become the most important part of human life in having relation one another. In fact, human becomes the social creators which are not able to be a part to other ones. Language is one of the most uniquely human capacities that our species possesses, and one that is involved in all others, including consciousness, sociality and culture. We employ the symbolic system of language to make meaning and communicate with other fellow humans<sup>4</sup>. All human being in the world, absolutely hope many things to do all their lives in all parts of their daily life. Anywise, language has become the only one aspect that distinguishes human from the other creations such as plants, animals, and so on.

Teaching is intimate contact between a more mature personality and a less mature one which designed to further the education of the latter. Teaching is an effective interaction between teacher and the student. Teaching can be conceptualized as a form of problem-solving and decision making which has many properties in common with the work of physician. This conceptualization has led to a body of research which has investigated the decision making of

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<sup>3</sup> Theodore S. Rodgers and Jack C. Richard, *Approaches and Methods in Language Teaching* (Cambridge: Cambridge University Press, 1986).

<sup>4</sup> Lordes Ortega, *Understanding Second Language Aquisition*, (New York : Routledge, 2013) Page 1.

teaching focusing in particular on the information about pupils that teachers use to make decisions and the way they tailor instruction to individual pupil needs<sup>5</sup>. Teaching vocabulary through the use of games has become crucially important for English language learners because they sustain enjoyment and interest and learning and encourage using the language in a fearless and creative manner.

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 better your language skills will be. People who master on vocabulary depends on the quantity and quality of vocabulary that they have. Based on Richard and Renandya, vocabulary is component of language proficiency and provides much of the basis for how well students speak, listen, read and write. Vocabulary is part of language component and list of words that have been used by people to communicate<sup>6</sup>. It means that we have to mastered vocabulary before we are able to communicate with other people. Vocabulary is a list or set of words for a particular language or a list or set of words that individual speakers of a language might use. Since vocabulary is a list, the only system involved is alphabetical order in dictionaries. Here, vocabulary is written in alphabetical order in dictionaries based on the system or rule of the foreign language. Vocabulary is a basic of language it is very important to be mastered first. People can not speak well and understand written materials if people do

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<sup>5</sup> Isola Rajagopalan, *The Concept Of Teaching*, Vol. 7, no. 2, 2019, P. 5

<sup>6</sup> Jack C Richard and Willy A Renandya, *Methodology in Language Teaching: An Anthology of Current Practice* (New York: Cambridge University Press, 2002). P.30

not master it. no matter how successfully the sound of the foreign language is mastered, without words to express the wider range of meanings, communication in a foreign language just can not happen in any meaningful way<sup>7</sup>.

Snake and Ladder Game is a popular game for children in many countries of the world. 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.

By using this game namely snake and ladder game the result of students having the ability and courage of uttering an English word. This teaching learning model is able to improve the students' vocabulary and make them more easier in memorize the vocabulary.

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

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<sup>7</sup> Norman K.Lowe, *Games and Toys in Teaching of Science and Technology* (Landon: uniscoParis, 1988).p.26

MTs. Riyadul muhtadin. It is located in Pegantenan, Pamekasan. The researcher chooses seventh grade of MTs. Riyadul muhtadin, 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. The researcher did preliminary class observation and pre-test to find the problems at the seventh grade of junior high school in Pegantenan. Based on the pre-test, the researcher got the data of the students' problem. Most of them had difficulties in mastering vocabulary. The indicators are: they have difficulty to memorize the meaning of words, the students had difficulties in learning vocabulary, the teacher teaches vocabulary just by reading the material from source book. The classroom situation was not conducive. While learning English some students did not pay attention to the teacher's explanation. They talked with their friend, saw something outside the class, and sometimes made noisy while the teacher was explaining the material.<sup>8</sup>

MTs. Riyadul Muhtadin. MTs. Riyadul Muhtadin is an educational As the initial observation, the researcher has interviewed on of the unit at the level of junior high school in Pesanggar village Pegantenan, Pamekasan regency, MTs.

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<sup>8</sup> 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

Riyadul Muhtadin not under the auspices of the Ministry of Religion. The institution of Riyadul Muhtadin is Islamic oriented institutions. It is located 10 KM to the north of Pegantenan, precisely in Pamekasan Pesanggar Village. This institution is led by Mr. Ali Mahfud, S.Ag. he is the headmaster of MTs. Riyadul Muhtadin. The Riyadul Muhtadin Foundation has three institutions, namely: MI Riyadul Muhtadin, MTs Riyadul Muhtadin, and MA Al-Husaini<sup>9</sup>. So that the researcher very interested in examining the teaching techniques carried out by MTs. Riyadul muhtadin with a good title is chosen here "The use of Snakes and Ladder game in teaching vocabulary at the seventh grade of MTs Riyadul Muhtadin at Pasanggar Pagantenan Pamekasan".

## **B. Research Focus**

Research problem is a formulating a research able problem or question, According to Creswell research problem are the educational issue, controversies, or concerns, that guide the need for conducting study<sup>10</sup>. Based on the background above, the problem of this research are:

1. How does the teacher apply the snakes and ladders game in teaching vocabulary at the seventh grade of MTs Riyadul Muhtadin at Pasanggar Pagantenan Pamekasan?
2. What are the advantages and disadvantages of snake and ladder game in teaching vocabulary at the seventh grade of MTs Riyadul Muhtadin at Pasanggar Pagantenan Pamekasan?

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<sup>9</sup> Imam, The English teacher of MTs. Riyadul Muhtadin (Direct Interview on Wednesday 21 september 2022)

<sup>10</sup> Jhon w. Cresswell, Educational Research (Buston: Person Education. 2012), page59.

### C. Research Objectives

If we talk about research objective, Creswell said that Research objective tells about a statement of intent for the study that declares specific goals that the investigator plans to achieve in a study<sup>11</sup>. Mohammad Adnan Latief stated in his book “Research Methods on Language Learning an Introduction” stated that research problem and research objectives basically have the same meaning, therefore, very often research problem are stated in the same way as the research objectives. This indicates the important role of research problems and research activities, the research objectives should be stated differently from the research problem, as the research problems are stated as questions to be answered by the researcher, while the objectives are stated as the goal of research to be achieved by the research<sup>12</sup>. Based on the research focus above, the research objectives aim to:

1. To describe the snake and ladder game in teaching vocabulary at the seventh grade of MTs Riyadul Muhtadin at Pasanggar Pagantenan Pamekasan.
2. To explain the advantages and disadvantages of snake and ladder game in teaching vocabulary at the seventh grade of MTs Riyadul Muhtadin at Pasanggar Pagantenan Pamekasan.

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<sup>11</sup> Ibid. 627.

<sup>12</sup> Mohammad Adnan Latief, *Research Methods on Language Learning an Introduction 2* (Malang: State University of Malang press, 2013), hlm, 25.

## D. Significance of Study

This step explains about the usefulness or importance of research, both scientific uses and social use. Scientific use is in the development of science, while social use is directed at effort and stages in solving social problems<sup>13</sup>. This study has two significances. There are theoretically and practically. Theoretical significance is to improve knowledge, while practical significance is e effort or stage to solve social problem. In conclusion, it consist of the reason of feasibility of the problem that will be study<sup>14</sup>.

### 1. Theoretically

Vocabulary is important thing in English learning. Theoretically, this research is expected to be useful for the reader, especially English teacher in teaching vocabulary by using snake and ladder method. Hopefully, the strategy of this research can help the teacher to improve teaching and learning process.

### 2. Practically

#### a. For the reader

Researcher hopes this research result of the research will improve the reader in getting knowledge, add the vocabulary what they have, and to know more about the use of snake and ladder game in teaching vocabulary.

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<sup>13</sup> *Pedoman Penulisan Karya Tulis Ilmiah Edisi Revisi, Sekolah Tinggi Agama Islam Negeri* (Pamekasan: STAIN PMK Press, 2015), hlm, 18.

<sup>14</sup> Mohammad AdnaLatief, *Tanya Jawab Metode Pembelajaran Penelitian Bahasa*, (Malang: UM press, 2010)page19.



b. The students

Researcher hopes this research result will give the contribution to the students and to motivate the students in order to make the student easy to memorize and fun in teaching learning process especially in English.

c. For teacher

Researcher hopes this research result will improve the way of teaching students in teaching learning process.

d. For the researcher

By this study it will increase the knowledge especially in vocabulary and it will add researcher experience.

### **E. Definition of Key terms**

The definition of key terms are stated below in order to make everything clear and avoid any misinterpretation<sup>15</sup>. In this study, here are some definitions of key terms:

a. Snake and ladders games

The games provides a context for creating meaningful communication, this occurs when students try to understand how to play the games and when they communicate about the games. By doing games, students can communicative language practices as

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<sup>15</sup> Creswell, *Educational Research*, 259

conventional exercises, but are more meaningful by using language that is often used in everyday life to convey information and opinions.

b. vocabulary

Vocabulary can be defined, roughly, as the words we teach in the foreign language. However, a new item of vocabulary may be more than just a single word: for example, post office, and mother-in-law, which are made up of two or three words but express a single idea.

## F. Previous Study

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

There are three previous studies from this research, the first previous study is from Titi rohayati by the title *The Implementation Of Snakes And Ladder Game In Teaching Vocabulary At the sixth grade students of SDN 2 Ngamparah Padalarang*<sup>16</sup>. Her research is telling about how to improve and motivate the students' vocabulary through *snake and ladder* game. The aim of this research is to know the response of students toward the implementation of *snakes and ladder game* in teaching vocabulary. While from the researcher is about the use of *snake and ladder game* in teaching vocabulary. The study which focuses on the use of Songs to Increase Students' Vocabulary, 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

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<sup>16</sup> Titi rohayati, *The use of snake and ladders games in teaching vocabulary*, Volume 2, No.6, November 2019,1.

are *Snake and Ladder* Game and used descriptive qualitative methods, But in different areas and media.

Second previous study from this research is “Teaching Vocabulary Through Computer Game To The Fifth Year Students Of SDN 42 Limpomajang”<sup>17</sup>. Researched by Muhammad Solihin His research is telling about how to make the English classroom to be attractive, interesting, and the students enjoy getting the material through computer game. While from the researcher is about the use of *snake and ladder game* in teaching vocabulary. The study which focuses on the use of Songs to Increase Students’ Vocabulary, 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 game in teaching vocabulary and used descriptive qualitative methods, But in different areas and media.

The last previous study is “Improving The Students’ Vocabulary Through Crossword Picture To The Fifth Year Students Of Madrasah Ibtidaiyah Datok Sulaiman Putra Palopo”<sup>18</sup>. Researched by Mustika Her research is telling about how to improve students’ vocabulary particularly Noun and teaching technique of vocabulary by using crossword picture. While from the researcher is about the use of *snake and ladder game* in teaching vocabulary. The study which focuses on the use of snake and ladder to Increase Students’ Vocabulary, the result is the student could increase their vocabulary and the students feel fun in

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<sup>17</sup> Muhammad Solihin, *Teaching vocabulary through computer game to the fifth year students of SDN 42 Limpomajang, thesis S1*, (Palopo: STAIN, 2011), P.52.

<sup>18</sup> Mustika, *Improving the student’ vocabulary through crossword picture to the fifth year students of madrasah Ibtidaiyah Datok Sulaiman Putra palopo*, thesis S1, (Palopo: STAIN 2011) P. 57.

learning English. The similarities of both research is from the game used game method in teaching vocabulary and used descriptive qualitative methods, But in different areas and media.

