

CHAPTER I

INTRODUCTION

This chapter presents the discussion on the background of the study, problem of study, objective of study, hypothesis, the significance of the study. Scope and limitation, and definition of key term.

A. Research Context

Education is very important for children at a young age. Basically, children at a young age has the big inquisitiveness to something they not know. Education of language has a important role for their development and growth. With language, children can speaking, telling, even sing. So, English language is part of education of language for children at a young age.

Teaching is way used by teacher to deliver the material to the students, and the students can be interested in learning English if the teacher use the various strategy and method for student. The student's problem is the students consider that English is frightening subject because students think that English is difficult to learn. The students do not like English because most English written and reading are different, but if the teacher can make student aware that English is an interesting subject and enjoyable subject. English can be most popular subject even the student will like English.

As educator we can teaching them with various ways, like: singing, playing, or drawing. Educator had to use all the methods in the process of learning children at a young age and have a lot of learning media. So that, they are attracted to study English. For example, teach them about vocabulary. Such as: colours, fruits, animal, verbs, job and other thing.

Every people need learning. Usually people will learn since they in pregnancy, child, up to adult¹. People need different materials to study, it depends on their stage, level, age, even their habit. There are many information in this world, of course with different language. English is

¹Lilis Sulhanyah, Masruratus Siyamah, *Teaching Vocabulary For Young Learner* (article Stain Pamekasan, 2013), 1.

important language because it is an international language. For three first they must know the vocabulary which is use by English. Sometimes studying vocabulary is easy but smetimes it is difficult, because they will easy to forget it. For young learners vocabulary is suitable way to study English.

According to Cameron “vocabulary is about learning word”², children are not only expected to know the word but also they have to know what the meaning of that word. So teachers who teach in young learner heve to give them the definitions of the word. The teachers do not only give them the vocabularies but also give them meaning of it.

Learning vocabulary does not only memorizing in list form of the word, but also understand its meaning. For a long time, the English teacher only give the student passive vocabulary list form and students have to find the meaning of each word in the dictionary and memorize the vocabularies themself. As a result, the students are get bored easily, unmotivated and have limited vocabulary. So, the students are not interested to learn English Vocabulary, it bring negative impact in teaching learning process in class.

English teaching needs more techniques to make student the subject fully. Because teaching English is not easy for the students, because English is as a foreign language for us. The teacher be able to motivate the students and also the teacher must have a good technique in teaching. One of the techniques that can be used in teaching vocabulary is a game.

A game is an activity with rules³. It means that vocabulary can be learned by game, such as: guess my gesture game, guessing word, snake and ladder. But, the important things in teaching learning process it must be interesting for students to make them easier to understand the lesson and remembersome vocabularies in some topics. By using game, the students do not feel that they learn something through that activity. Through games the students become active learner.

²Lyne cameron, *Teaching Language To Young Learners* (Cambridge: Cambridge University Press, 201), 73.

³Kasihani. K.E. Suyanto. *English For young Learner*, (Jakarta: Britain Akasara), 117.

One of characteristic of young learner is they understand more quickly than they understand the language used⁴. Because the young learners have special characteristic the teacher have to make learning activities interesting. In Wendy A. Scoot and Ytreberg Lisabeth's book they said that "Don't rely on spoken only. Most activities for the young learners should include movement and involve the sense"⁵. Means that teaching vocabulary especially for young learners that the students like to move around in the class. So, the teacher in the learning process has to include the movement like gesture in the class because it can't make students bored in the learning process.

To help the learner memorizing vocabulary, it important to make learning process fun, because fun factor can help word memorable⁶. So by this situation the learner is able to memorize the vocabulary easily. In teaching vocabulary, especially for young learners the teacher not only teach in simple way because the characteristic of young learner is different with adult. There are some ways in teaching vocabulary, for action we can use mime and other we can use gesture⁷.

The phenomena that occur in Putri Dharma Course (PDC) at Galis Pamekasan, as the English tutor and researcher, the students just focus in first minutes. After that, they will not focus and kidding with other students. So, the researcher must create a learning process to be fun to make the student interested and focus. Sometimes researcher used the various game in teaching vocabulary. One of the game is "guess my gesture" game. Where the students get a word and have to act it until their teams guess what the gesture act. When the students use this game it make them more comfortable, enjoy and exciting in joining teaching and learning process especially in teaching vocabulary because this game is familiar for them. So that, the students are not afraid to join the material that given by the tutor in the class because they have considered that studying English be interesting and fun, and also make the students easier to memorize the vocabulary that given by tutor.

⁴Scoot. Wendy A. And Ytreberg Lisabeth. *Teaching English To Children*, (London New York: Longman, 199?), 2.

⁵Scoot. Wendy A. And Ytreberg Lisabeth. *Teaching English To Children*, (London New York: Longman, 199?), 5.

⁶Scott Thornbury, *How To Teach Vocabulary*, (England: Longman, 2002), 102.

⁷Jeremy Harmer. *How To Teach English*, (England: Pearson Education Limited, 2007), 83.

From problem above the researcher makes observation from the title “The implementation of “Guess My gesture” Game in teaching Vocabulary of Kiddy Class in Putri Dharma Course (PDC) at Galis Pamekasan”. To make young Learner memorize the new vocabulary in studying English. Because young learners have different style in learning English they more interactive in learning English. Therefore, the totur has to make them more interesting in teaching.

B. Research Focuses

In conducting this research, the researcher will focus on their observation as follow :

1. How does the implementation “Guess My Gesture” game in teaching vocabulary of kiddy class in Putri Dharma Course (PDC) at Galis Pamekasan?
2. What does the teacher role the implementation “Guess My Gesture” game in teaching vocabulary of kiddy class in Putri Dharma Course (PDC) at Galis Pamekasan?
3. What do advantages and disadvantages the implementation of “Guess My Gesture” game in teaching vocabulary of kiddy class in Putri Dharma course (PDC) at Galis Pamekasan?

C. Research Objectives

Research objective announces about the purpose, scope, and direction of the paper. And content is related with the research focus, but in research objective is formulated by statement.⁸.

1. To explain how the teacher use of “Guess My Gesture” Game as Media in teaching learning process of vocabulary of Kiddy class in Putri Dharma course (PDC) at Galis Pamekasan
2. To describe the teacher role on teaching learning vocabulary by using “Guess My Gesture” Game as media in teaching learning process of vocabulary of Kiddy class in Putri Dharma course (PDC) at Galis Pamekasan.

⁸Akademik 2011/2012, *Pedoman Penulisan Karya Ilmiah*, (Pamekasan; Stain Pmk Press), 18.

3. To explain the advantages and disadvantages the implementation of “Guess My Gesture” game in teaching vocabulary of kiddy class in Putri Dharma course (PDC) at Galis Pamekasan

D. Significance of Study

This case explain about the important of reasearch, and it is divide into part of the study are the scientific significance and social significance⁹. In study, the researcher takes two kinds of useful, theoretical and practical significance.

1. Theoretical significance

This researcher is supposed to suggestion in effort to develop education, especially in teaching learning, because the data and the information gotten by the researcher will help new knowledge about “Guess My Gesture” game. So, it it very useful to make them to be mastery in vocabulary because, vocabulary in main important in studying English.

2. Practical significance

The result of this resercher can give some benefits for some educator:

- a. For student

For student especially in young learner that has characteristic in can be motivated by thi researcher and she or he be able to know more the vocabulary by using interestig technique that guide by teacher..

- b. For teacher

As a teacher that have to know and understand the characteristi of the learner and what the learner needs, she or he have to know the technique that suitable with the level of learner in order to make the learner to be mastering in vocabulary.

- c. For insituation

Because to do research needs much sacrifice, so here the researcher asks to the insituation to give the researcher permit to make the researcher can run fluently.

- d. For future researcher

⁹Ibid, 19.

The result of this research may be useful for future researcher as reference and as the source of information in different research.

E. Definition of Key Terms

Key term is the term that used to get same perception and no misunderstanding about the meaning, and the term that will be explain is terms that relevant with the main concepts in thesis¹⁰.

In order there is no understanding in term used in term used in the study, the researcher would like to explain the term of researcher. They are as follow:

1. Media

Tools that are by the teacher to make the teaching learning process more efficient. It is like media is a tool used as a medium in teaching learning process, to make educator easier in relay learning materials and attract people learn.

2. “Guess my Gesture “ Game

One of games that used by the teacher in teaching vocabulary to make the student more interesting in teaching learning vocabulary. The teacher gives the card. Then, the teacher divides into some groups, as student to be scorer, the teacher gives the card to one of the student that the student gestures and the other guess what he/she gesture and then guess what she/she means.

3. Teaching vocabulary

Transfer knowledge about one of the main subject in English and its study about word and its component like meaning. Learning language can not be separated from learning vocabulary. Vocabulary supports the speaker to express their opinion, ideas, and feeling in communication. Vocabulary is the most important component language because it affects the four language skills, there are listening, speaking, reading, and writing. Related in to

¹⁰Akademik 2011/2012, *Pedoman Penulisan Karya Ilmiah*, (Pamekasan: Stain Pmk Press), 19.

importance of vocabulary learning is central to language acquisition, whether the language first, second, or foreign.¹¹

4. Kiddy Class Putri Dharma Course

Kiddy class is one of the most basic or novices classes in Putri Dharma Course, an average of five to nine years old. and the students learn about the basics in English. Like, greeting, family, animals, fruits and etcetera.

F. Previous Study

There are many previous study researchers that have already conducted a research about this research, but the researcher just wants to mention some results of the researcher.

The researcher of “guess my gesture” game in teaching writing has been conducted by Shofieyati in her thesis “The Implementation of “Guess My Gesture” Game As Media In Teaching Learning Process of Writing Descriptive Texts at Eight Grade of MTS Al-Abror Ambat 2 Pamekasan”. The researcher explained about how the teacher selects in learning process especially at junior high school can make students are really interesting in following the English class especially in writing subject.¹²

By using game guess my gesture the students can explore their sentences what they need. The relationship between the previous study and this research is both of research are same in study about guess my gesture game as game and the approach of this research the same use qualitative approach, but differences are this focus on writing descriptive text and the skill of previous study focus on teaching vocabulary.

And research from the other researcher of “guess my gesture” game in teaching vocabulary has been conducted by Indharti Syaffrielya Lestari in her thesis “The Implementation of guess my gesture in teaching vocabulary at the sixth grade of SDN Nyalabu Daya 2 Pamekasan”. She explained about how the teacher selects in learning process especially at elementary school and make

¹¹Marianne Celc e-Murcia, (2001), *Teaching English as a Second or Foreign Language*, Usa: Heinle & Heinle, 285.

¹²Shofieyati, Thesis Unpublished (STAIN PAMEKASAN)

the students are really interesting in following the English class especially in vocabulary subject.¹³

By using game guess my gesture the students can explorer their sentences what they need. The relationship between the previous study and this reseach is both of reasearch are same in study about guess my gesture game as game and the approach of this research the same use qualitative approach, and the same focus on teaching vocabuary. But differences are object and location.

¹³Indharty Syaffrielya Lestari, Thesis Unpublished (STAIN PAMEKASAN)