CHAPTER I
INTRODUCTION

A. Background of Research

People always need to interact with others to fulfill their needs. To achieve that, people use a tool called language. Language is a system of choices by which people can communicate certain functions, allowing them to express their experiences of the world, to interact with others, and to create coherent messages (Hylland, 2004: 25). People use language to convey our ideas, feelings, and so on. People combine the ideas in our mind into verbal expressions using the language and create a communication, which cannot be separated from almost every human activity. It is not only used for daily conversation but also used in many important fields among others are education, science, government, international relationship, and so on. Thus, a language has an important role in human life and it can be the reason why people never stop learning a language.

English is an international language. It is used by largest number of people all over the world. In the globalization era, the mastery of English is very important because English is used in the development of science and technology. This language is also used world widely in education, business transaction and other activities among nations.

Vocabulary is a basic element of language and has an important role in language learning. It is not less important than grammar, pronunciation,
and spelling. Richards (2005: 16) states that vocabulary is a core component of language proficiency and provides some basics for how well learners can speak, listen, read and write. In addition, Richards also says that to master language skills, the first thing that should be learned and known is vocabulary. The students should have the sufficient vocabulary in order to communicate well in foreign language. By using vocabulary, students can convey the idea, thought and feeling. Without vocabulary, students cannot understand and speak English well because students do not know the meaning of the words. Since vocabulary is an ultimate source of building a language, the learners will be able to understand the listening, speaking, reading and writing when they have sufficient vocabulary.

The reality shows that the students’ vocabulary mastery is very limited. According to Nguyen Thi Thanh’s research which entitled “The Effectiveness of Learning vocabulary Through Games” (Nguyen, Teaching Journal, November 2002), the most common problem that causes the students vocabulary limited is because the students learn vocabulary passively. The influencing factors are: first, they consider the teacher’s explanation for meaning or definition, pronunciation, spelling and grammatical functions are boring. In this case scenario, language learners have nothing to do in a vocabulary learning section but to listen to their teacher. Second, students only think of vocabulary learning as knowing the primary meaning of new words. Therefore, it would be nice if teacher changes the technique of learning by providing a game in teaching English
to make the teaching learning process runs well and make the students enjoy learning English. There are many methods or strategies of teaching that can be used by the teacher in teaching vocabulary, one of the strategies or methods that can be used to teach vocabulary is by using game.

    Game is an interesting activity during learning process. Students will feel comfortable to study through game. Game can be used as a vehicle for transferring knowledge. It can also play as a medium to explore the desires and ideas that increase enthusiasm and motivation. Characteristic of the young learners is easy to get bored so, the teacher has to be creative in delivering the knowledge to the students. Kuo (2008: 2) mentions that games and game-like activities have always been a popular tool in an English class in order to interest and wake up uninterested students.

    One of the games that can be applied by teacher for teaching vocabulary is Fly Swatter Game. Fly Swatter Game is a game where the students have to get words in the whiteboard by using the teacher’s instruction (Helena, Journal of English Language Teaching, 2013). In this game, students are encouraged to be active and creative in finding words based on a certain clue. Besides, this game is interesting enough and can change untrue judgment that learning English is so complicated and boring.

    The writer tries to investigate whether using Fly Swatter Game in teaching vocabulary is effective or not in a research entitled “Teaching Vocabulary Through Fly Swatter Game”.
B. **Reason for choosing the Topic**

The reasons why the writer chooses the topic are:

1. Vocabulary is central to English language teaching because without sufficient vocabulary students cannot understand others or express their own ideas.
2. Applying game in vocabulary teaching is assumed able to make the students enjoy the activity and more attentive to the material, so they can get better English achievement.

C. **Problem of Research**

The problem of the research is “Is Fly Swatter Game effective in teaching vocabulary?”

D. **Aim of the Research**

The aim of the research is to find out whether or not teaching vocabulary using Fly Swatter Game at junior high school is effective.

E. **Scope of the Research**

This research limits its area in teaching vocabulary which is integrated in reading skills. The topics which will be taught are narrative, recount and announcement text. These considerations are based on the syllabus of 2\(^{nd}\) grade of Junior High School.

F. **Contributions of the Study**

The result of this study is useful for:
1. The teacher

The writer hopes this research gives an alternative strategy of teaching vocabulary. That is by using Fly Swatter Game. English teacher can use this strategy in order to make a class active.

2. The student

The writer hopes this research will make the students enjoy in teaching learning English through Fly Swatter Game. Besides, the students can understand word and improve the students’ vocabulary mastery.

G. Clarification of Terms

The terms of the study are as follows:

1. Teaching

Teaching according to Brown (1987:7) refers to guiding and facilitating learning, enabling the learner to learn, setting the condition for learning. In this sense, teaching means transferring or delivering the knowledge or information from the teacher to the learner.

2. Vocabulary

According to Nunan (2005: 121) vocabulary is the collection of words that individual knows.

3. Fly Swatter Game
According to Schmenk (2001: 3) Fly Swatter is a game where the students have to get the word by swatting the words in the whiteboard based on the clues or definitions that the teacher says before.