CHAPTER I
INTRODUCTION

A. Background of Study

Vocabulary is one of the basic elements that makes up a language. According to Richards (2002: 255), vocabulary is the core component of language proficiency and provides much of the basis for how well students speak, listen, read, and write. In order to communicate well in a foreign language, students should have an adequate number of words and should know how to use them accurately. It can be said vocabulary is one of the components which support the students in communication.

Vocabulary plays an important role in teaching and learning language. When the students communicate in English language, it is necessary for students to master vocabulary of language. It is supported by Wilkins as cited in Thornbury (2002:13) who said that without grammar very little can be conveyed, and without vocabulary nothing can be conveyed. It means that students can say very little with grammar, but it will be difficult for students to speak or write something without vocabulary. By mastering vocabulary, the students will be able to produce so many sentences easily either in spoken or written one. Without mastering the vocabulary, it will be difficult to communicate in English language well. Therefore, vocabulary mastery must be the first priority in English language teaching and learning.
In learning vocabulary, there are some aspects of vocabulary which should be learnt by the students. Learning is important because in order to be able to speak, write, and listen, the students have to know vocabulary first. As stated by Brown (2011: 83) there are some aspects of vocabulary: the first is word meaning, including definition, synonyms and antonyms. The second is word form, including pronunciation and spelling. The third is the word use, where the students also need to know how a word, phrase, or concept is used in a language. Based on the explanation, teacher should make the teaching and learning vocabulary process clear and easy for the students. The selection of words which are to be taught to the students is a very important in the language learning process. The teacher should be aware of the vocabulary the students need. In this way, the students can use words effectively.

Based on the pre-observation in SMP Muhammadiyah Sokaraja, there were many problems faced by students in learning vocabulary. The first is understanding the meaning of word. Most of students have found difficulties in understanding the meaning of words. So that, the lesson is hard to be understood well. The second is the word spelling. The students have found some similar words and their sounds in English, so that it might make the students feel confused. The third is using the words. The students often forget the words forms that have been learned before, because the students could not memorize the words well.

Another problem is the teacher technique in teaching learning process. It makes the students did not have interaction among them in the activities.
Therefore, the teacher should have a good and interesting technique to make the students interested and motivated. The technique must be able to make the students active in teaching and learning process. There are many techniques of teaching English vocabulary to attract the students to follow the lesson well, one of them is Hangaroo game.

Hangaroo game is a kind of games by filling the blank which is presented with letters forming words as the answers from the clues related to the questions provided or guessing the phrases by selecting letters from the alphabet to fill in the blank.

In teaching and learning vocabulary, Hangaroo game will be interesting technique to attract students’ interest and their direct implementation about vocabulary. It will motivate the students to produce the words in written easily. It will help the students to spell the words correctly and reinforce the students’ words-spelling. Besides that, this game can help the students to guess the words correctly.

Based on the explanation above, this study intend to find out the effectiveness of the Hangaroo game in teaching vocabulary at second grade students of SMP N Muhammadijah Sokaraja in academic year 2016/2017.

B. Reason for choosing this topic

There are some reasons why the writer chooses this topic.

1. Vocabulary is a basic element which can support the language skills: listening, speaking, reading and writing.
2. The students have low mastery in vocabulary and teacher doesn’t have appropriate technique in teaching vocabulary. That’s why the students are lazy and bored to learn vocabulary.

3. Hangaroo game is one of the acting games which help the students to develop their vocabulary easily.

C. Problem of The Study

Is it effective to teach vocabulary using hangaroo game at the the second grade students of SMP N Muhammadiyah Sokaraja?

D. Aim of The Study

Based on the problem mentioned before, the aim of the study is to examine the effectiveness of Hangaroo game for teaching vocabulary at the second grade students of SMP N Muhammadiyah Sokaraja in academic year 2016/2017.

E. Clarification of Term

1. Effectiveness

Effectiveness is a measure of the match between stated goals and their achievement (Fraser as cited in Mardianawati, 2012: 4).

2. Game

Game is an activity with rules, a goal and an element of fun (Hadfield, 1990: 6).
3. Hangaroo Game

Hangaroo game is a game to complete the word by filling the missing letters. ([http://games.ncbuy.com/hangaroo](http://games.ncbuy.com/hangaroo))

4. Teaching

Teaching is showing or helping someone to learn how to do something, giving instructions, guiding in the study of something, providing with knowledge, causing to know or understand (Brown, 2000:7).

5. Vocabulary

Vocabulary is stock of words which the language have and gives meaning if we use the language (Suyanto, 2007: 43).

F. Contribution of the Study

1. For Teachers

The result of this research is expected that Hangaroo game can be used by teacher for teaching English vocabulary.

2. For Students

This research is expected to help the students learn vocabulary in a good and enjoyable way through Hangaroo game and the students can be active in learning English especially vocabulary.

3. For Other Researcher

This research is expected to be used as a reference in conducting the some study for obtaining better result.