CHAPTER I

INTRODUCTION

A. Background of the Research

Vocabulary is words used to communicate in language. Vocabulary is a list of words, usually in alphabetical order and with explanations of their meanings (Wu, 2009: 5). It can be said that vocabulary is a list of words including their meanings and it can be used to communicate in a language. The list of words can be used by the learners to learn vocabulary of a language. In other words, vocabulary is the tool we use to think, to express ideas and feelings, and learn about the world (Vossoughi, 2009: 1).

According to Ismaika (2014: 2), the reality shows that the students’ vocabulary is very low in Indonesia. The reason is the students cannot memorize vocabulary easily. The process of vocabulary learning mastery gives influence for students to get the aims of the lesson. Therefore, finding the meaning of new words, then reciting and giving exercises can influence to master vocabulary, asks the students to memorize the new words, so the students will remember and use the vocabularies.

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. 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.

Game is an interesting activity during learning process. Students will be 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.

One of the games that can be applied by teacher for teaching vocabulary is Hangaroo game. It is a game in which students guess phrases by selecting letters from the alphabet to fill in the blank forming words as the answers from the given questions. Usually, the materials used in a hangaroo game consist of the definition of terms, antonym, synonym, name of tools or things and so on.

By conducting this research, it is expected that it contributes to curriculum and pedagogy for the teacher and the students in the teaching learning process. In terms of curriculum, Hangaroo game can be included as a game for teaching vocabulary as that it can give something new in educational sector. In terms of pedagogy, the teacher can apply this game in teaching vocabulary. Moreover, the teacher can apply Hangaroo game for teaching vocabulary after he understand the theories of this game. Hangaroo game helps the teacher to create a classroom activity be more active and interesting. By applying this game, the students are expected to be more interested and motivated in learning vocabulary so that they will find easier to remember, understand, and recognize the vocabulary.

B. Reasons for Choosing the Topic

The writer choose the topic “The Effectiveness of Hangaroo Games for Teaching Vocabulary,” with some reasons as follows:

1. Vocabulary is very important because vocabulary is the basic knowledge of someone to master all language skill in a higher study for the further knowledge.

2. Hangaroo game is one of games that easy to play and it is motivating game in that there is a clue for each word which relate to the topic of lesson.
C. Problem of the Research

The problem of the research is “Is Hangaroo game effective for teaching vocabulary?

D. The Aim of the Research

The aim of the research is to know the effectiveness of Hangaroo game for teaching vocabulary at junior high school.

E. Clarification of the Term

To make the topic clear, the writer wants to give definition of the term (The Effectiveness of Hangaroo Game for Teaching Vocabulary).

a. Effectiveness

In the oxford learners pocket dictionary is stated that the “Effectiveness” means producing the result that one want; having an effect; able to bring about the result intended; making striking impression; actual or existing, fit for service. (Oxford University Press, 1994: 34)

b. Games

The definition of game is an activity that you do to have some fun (Hornby, 1995: 486)

Games are an extremely effective way of motivating the students in the classroom. Language teachers through history have interspersed their grammar of course material with what often seem like hearted games but they do actually touch the language directly. The most important thing is the games are fun.
c. Hangaroo game

The game of Hangaroo is just like Hangman- guess the hidden phrase to complete a level. Hangaroo is filled with thousands of terms and phrases, presented in random order each time the students play.

(primarygames.com/langarts/hangaroo/start.html)

d. Teaching

According to Brown (2000: 7) teaching is guiding and facilitating learning, enabling the learner to learn, setting the conditions for learning. Teaching cannot be defined apart from learning. Teaching is giving instruction to somebody to know or able to do something to give somebody (knowledge, skill, etc).

e. Vocabulary

Hornby (2000: 1447) vocabulary is all the words that a person knows or uses. And it is all the words in particular language or a list of words with their meanings, especially in a book for learning a foreign language.

F. Contribution

1. For the teacher
   a. The teacher can motivate the students in understanding vocabulary.
   b. The teacher can use this medium to help the students in understanding vocabulary easily.

2. For the students
   a. Students will be motivated to understand vocabulary.
   b. Students will be easy in understanding vocabulary, in that there is a clue for each word.
3. For other researcher
   This research may be useful as a reference to do the same research more accurately next time.

4. For the school
   Hangaroo game can be used for all purposes English learning to develop the students’ skills and competence.