CHAPTER I

INTRODUCTION

A. Background of the Study

Vocabulary is one of the essential aspect of language. Knowing appropriate vocabulary is important to understand language and express ideas precisely and forcefull. Ur in (2000:60) states that vocabulary can be defined, roughly, as the words we teach in foreign language. One thing that may not be neglected in teaching and learning English for foreigners is to teach because without knowing vocabulary people cannot communicate to each other. Whether a person is succesful in mastering foreign language or not can be seen from how he or she express his or her mind by using suitable vocabularies either spoken or written form. Napa (1990:5) states that vocabulary is one of the basic components of language and that is no language exist without words, so vocabulary is very important as the basic to learn English. The type of vocabularies used in expressing the idea will mark the degree of someone’s language mastery.

Teaching vocabulary is not as easy as imagined. Teaching English vocabulary with monotonous method and media can cause unattracting students to understand the meaning of its words and passionate to learn English. The difficulty in learning English is not only because the wrong method that teacher applies but also the aspect of vocabulary itself. Multiple
senses of English words and synonyms (words with similar meaning) present special difficulty for the students. Other difficulties in learning and using English vocabulary include understanding fixed word, collocation, phrasal verbs, idioms, proverbs and regional differences in vocabulary usage. All of them can make the students confused and think that vocabulary is too difficult to master.

Unfortunately, most of students’ vocabulary mastery are low. It means they lack of vocabularies so they did not know the meaning of the words, they were difficult to say something (their idea) in English, they did not understand the words that is used in daily life, the did not know the synonym and antonym of some words, and they were difficult to memorize the words they have learnt. It makes their listening, speaking, reading, and writing abilities are hampered by their vocabulary capacity. Whenever they do the examination, the result of the national test will be very bad. It is because the test which consisted of text and dialogue could not be understood well by student so they could not answer the questions.

According to the situation, we can conclude that vocabulary is the most important and basic thing to learn English. It is necessary to have appropriate teachnique to teach vocabulary because of some reasons. First, an appropriate teaching technique will help students and teacher to reach the goal of learning in the classroom. Second, the appropriate technique maximizes the time allocating in English teaching and learning process in the classroom.
Therefore, the writer tries to use games as a method to teach vocabulary. As we know that games are one of interesting way to teach English because students will not bored and they can understand it easily. The game that writer choose for this research is Ludo Words Game (LWG). Ludo Words Game is suitable to increase students’ vocabulary mastery. Shortly, students have to answer the question in each field designed by the teacher while they are playing Ludo with the original rules. So the students will not learn vocabularies in a stressful condition.

From the reason above, the writer conducted the research entitled “The Effectiveness of Ludo Words Game (LWG) to Teach Vocabulary in Second Grade Student of SMP Muhammadiyah 1 Purwokerto in Academic Year 2012/2013”.

B. Reasons of Choosing Topic

There are some reasons why the writer chose Ludo Word Game (LWG) for teaching vocabulary, as follows:

1. Vocabulary is very important and vital in learning English because someone will not able to speak or write without having good vocabulary mastery.

2. Ludo Word Game is very interesting because the students can increase their vocabulary mastery while they were playing that game. Students can memorize words and its meaning, synonym, antonym. They can make a good sentence and also they feel relax to study in classroom.
C. Problem of the Research

The writer formulates the problem of the research as follows: Is Ludo Words Game (LWG) effective to teach vocabulary?

D. Aim of the Research

The aim of this research is to know whether or not Ludo Words Game is effective to teach vocabulary in learning process.

E. The Scope of the Research

This research focuses on vocabulary especially verb and adjective because those two classes of word are mostly covered in the English subjects at second grade syllabus or curriculum that students have to comprehend to be able to make conversation with other people. The words focus on the meaning and pronunciation of word including word meaning, synonym of word, antonym of word, and making some sentences using the verb given by teacher.

F. The Clarification of Key Terms

In order to be able to understand the topic easier, the key terms were classified as follows:

1. Vocabulary

According to Napa (1991:212), a vocabulary means one of the components of the language and that no language exist without word.
Crow in Sapitri’s thesis (2011:3) also states that vocabulary is total number of words that make up language, words known to a person or used in particular book, list of words with their meaning.

2. **Ludo Word Game (LWG)**

Ludo Words Game (LWG) is a game that modified in order to increase student’s vocabulary list which is merging from *Scrabble game* for adopting vocabulary learning genre, and the *Original Ludo game* for adopting kind of the game, including the rules of the game.

**G. Contribution**

The result of this study will hopefully be useful for readers, particularly English teacher and students. The contributions are:

1. **Teacher**
   a. Teachers can apply how to use game in teaching vocabulary.
   b. Teachers can make their teaching and learning process more enjoyable using Ludo Words Game (LWG).

2. **Students**
   a. Students will more motivated to learn vocabulary by using Ludo Words Game (LWG).
   b. Students can get more knowledge and experience on how to learn vocabulary using Ludo Words Game.
3. **Institution**

   This study will be an input for the institution to improve and develop the teaching and learning in English subject. It also will be a scientific data of the students’ English vocabulary mastery for the institution, and then it will be able to formulate new plans based on the finding.