CHAPTER 1
INTRODUCTION

A. Background of the Study

Vocabulary is the basic element in learning English that should be mastered well by learners. Without having sufficient vocabulary the students cannot speak English well. In contrast by having sufficient vocabulary, the students are able to master the language skill easily. The process of learning vocabulary gives influence for students to get the aim of the lesson.

As the basic element in learning English, vocabulary has been learned even since very young age. In teaching and learning vocabulary, a teacher’s role is very vital. A teacher must be able to provide an attractive learning that can make the students feel interested in joining the class. In fact, based on the writer’s observation at SMP N 2 Karanganyar, the writer found some problems in the vocabulary teaching and learning process. Some teacher were not able to attract the students’ interest because they only used classical method that could not make the students active in learning process. Moreover, the writer found some students’ difficulties in learning vocabularies. The students felt difficult to memorize, understand the meaning, and spell new words they got. In addition, the students only used text in the books and modules in learning activities. This made students bored, therefore, they became lazy to follow the lesson. Hence, the students result in vocabulary test was low. In addition it was proved by the result...
of students quiz, that only reached 50. And this score still couldn’t reach the target of KKM (70).

There are several alternative ways to overcome the student vocabulary problem. One of the ways to learn vocabulary is using game. Wright (1983:1) state that games help and encourage many learner to sustain their interest and work. Games also help the teacher to create contexts in which the language is useful and meaningful. And the suitable game is “Constructing Words Games”. It was a game where the students can learn vocabulary.

In this case the writer wants to implement the teaching vocabulary using Constructing words Games for Teaching Vocabulary to the Seventh Grade Students of SMPN 2 Karanganyar in Academic year 2011/2012.

B. Reason for Choosing the Topic

Most students considered the mastering vocabulary is difficult, because vocabulary mastery deals with the ability to master words and words meaning. The learner must be able to use the words in sentence appropriately. They should also understand the meaning. But, the students are still lack of vocabulary. The writer wants to know whether using “constructing words game” was effective or not. This is the reason for choosing the topic in this research.

C. Problem of Research

Based on the background of research above, the writer formulates the research problem as follow: can “constructing words game” improve students’ vocabulary competence ?.
D. Aim of The Study

The aim of this study is to improve students’ vocabulary competence through” constructing words game”.

E. Clarification of the Terms

To understand the topic more easily. Essential terms of this research classifies as follow.

1. Effort

Smoke (2008), “effort” is an exertion of strength or power, whether physical or mental, in performing an act or aiming at an object. While, based on Hornby (1995: 270), “effort” is the use of much physical or mental energy to do something. In this research, effort is trying that is done by the students both physically and mentally to make their English achievement better or show any progress, especially in vocabulary competence.

2. Improve

According to Kellermen (1976: 483), “improve or improving” is to bring, to make more desirable and an excellent condition. This improving is to make someone or something better than before. While, according to Hornby, (1995: 598) “improve” is to become or to make something or process of becoming or making something better. In this case, improve means make the students’ quality and achievement better in their language learning, especially in vocabulary competence.
3. Vocabulary

Vocabulary is one of the basic components of language and that language exist whole words (Napa, 1991: 6). It is difficult for learner when they learn language skills without vocabulary acquisition.

4. Constructing Word Game

Constructing Word Game is a kind of games where the students should constructs the letters into good words.

F. Contribution of the Study

The contributions which are expected from this study are:

1. For the Students:
   a. Students can get different and meaningful experience of learning vocabulary by using Constructing Word Games. So, hopefully the students are able to know the meaning and remember the words.
   b. Constructing Word games hopefully can make the students think quickly when they are facing some vocabularies.

2. For the teacher:
   a. Constructing Word Game gives a good point for the teacher, so the teacher can make the students active in teaching and learning process in the class.
   b. Through this one alternatives technique, it is hoped that the teacher will have a lot of opportunities to interact actively with the students in classroom and it will be a valuable experience and meaningful way in improving students’ vocabulary competence through “constructing words game”.