CHAPTER 1

INTRODUCTION

A. Background of Study

Vocabulary is words which contain meanings which are used to communicate in languages. Vocabulary is a list of word, usually in alphabetical order and with explanation of their meanings (Wu, 2009: 5). It can be said that vocabulary is a list words contain meanings and it can be used to communicate in a language.

Further, vocabulary is one of the basic components which has an important role in learning English, because it is one of the most important thing that can help students to link the four skills in English that is speaking, writing, listening, reading. Most of students need more vocabulary to be mastery English well, but in reality most of students lack of vocabulary so the students get difficulty to communicate well in English as a foreign language.

Moreover, there are five essential steps in learning vocabulary: (1) having source for encountering word, (2) getting a clear image, either visual or auditory or both, for the forms of the new words, (3) learning the meaning of the words, (4) making a strong memory connection between the forms and the meanings of the words, and (5) using the words (Hatch & Brown, 1995:372). By using these step, it makes the students easier to master vocabulary. Ideally, the students of junior high school should be able to master basic vocabulary and its aspects, especially meaning. By mastering the
meaning of a word, hopefully the students are able to master the other aspects of vocabulary easily.

To teach vocabulary the teacher needs something that can make students interest in it. According to Shukla (2012: 1), states that if vocabulary is taught in an uninteresting way such as by simple repetition and learning list, the words are likely to be forgotten. Therefore teacher need to teach vocabulary interesting and innovative in order to help the student memorizing and reinforcing the meaning of vocabulary in memory.

The teachers can use a game to help the students learn vocabulary well. According to Santrock in (Ayu Rahayu, Jufri, 2013: 494) said that games are activities involve for fun that include match with someone or somebody. It can be conclude that game make fun and interesting in learning process. One of the game in EFL is Four Corners Game.

Four Corners Games is a cooperative teaching and learning strategy that inspires students to take a part in group activities (Ayu Rahayu, Jufri, 2013: 494). This game helps the teacher to teach vocabulary and make the students interesting in learning vocabulary, minimizing students boring when they learn vocabulary and active in group. For the teacher, it will make them easier when they teach vocabulary and this game does not consume much time because using group learning. The learning strategy in this game is make four group in each corner in class. In group, the students will active to discuss the thing with their group team. This activity makes the students easier to memorize vocabulary from what they learn. But this game has a weakness in using large students in class.
From the previous research, the writer found that Four Corners game is effective for improving students’ reading comprehension. So in this study the writer wants to know whether Four Corners game is effective for teaching vocabulary or not.

This research focuses only meaning and noun in vocabulary aspects. In this research, the treatment is teaching vocabulary by using four corners game.

Based on the explanation above, the researcher decides to conduct a research with the title “The Effectiveness of Four Corners Game for Teaching Vocabulary.

B. Reason for Choosing the Topic

The reason for choosing the topic as follows:

1. Vocabulary is important component in English which has to be mastered by the students because without having good vocabulary mastery, the skill of English will be difficult to be mastered.

2. The students are difficult to remember the meaning of vocabulary taught by the teacher and feel bored because of it.

C. Problem of Research

The problem of this research is “Is the use of four corners game effective in teaching vocabulary to the seventh grade students of SMP Negeri 1 Bawang, Banjarnegara in the academic year 2016/2017”.

The Effectiveness of Four..., Muhammad A.M.L.N, FKIP UMP 2018
D. Aim of the Research

The aim of this research is to know the effectiveness of four corners game for teaching vocabulary at seventh grade students of SMP Negeri 1 Bawang, Banjarnegara.

E. Contribution of the Research

The result of the research is hopefully will give benefit for the teacher and the students to conduct meaningful vocabulary teaching and learning process.

1. For English teacher

The teacher will be given information which can help them to improve his/her performance in teaching vocabulary and find the alternative strategy to solve the problem of vocabulary teaching and also this research can give new reference for teaching vocabulary.

2. For other researchers

This research may be useful as a reference to do the same research.