

CHAPTER I

INTRODUCTION

A. Background of the Research

Vocabulary is the basic element in learning English that should be mastered by the students in every level. Richards (2002: 255) writes that vocabulary is the core component of language proficiency and provides much of the basis for how well students speak, listen, read, and write. In other words, vocabulary is one of the components which support students in communication.

In learning English, the students have to get great number of words to be applied in English skills. They have to know how to implement each skill accurately so they can master all the English skills. It means that vocabulary plays a very important role in developing the four skills of English.

In learning vocabulary, there are some aspects of vocabulary which should be learnt by the students. Learning it 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, it including definition, synonyms, and antonyms. The second is word form that is 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 3 Purwokerto on Monday 3rd August 2015, there were many problems faced by students in learning vocabulary, it makes the students couldn't master the English learning. The first understands the meaning of word. Most of students have found difficulties in understanding the meaning of word because the words have not been known. It makes the lesson is hard to be understood well. The second is differentiating the foreign word's spelling. The students have found some similar words and sounds in English, so that it might make the students feel confused. The third is in using the words. The students forgot the words that have been learned before, so that it could not be easy to memorize the words well.

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

Charades means acting. In playing "Charades game" a player (or a group of players) has to act out a word or phrase for others to guess without speaking, writing, touching or pointing to an object. Player can act out each word in a phrase separately or the phrase as a whole or do both to make it easier for other players to guess (Chowdhury & Joyati, Cokyll 2005:32).

In teaching and learning vocabulary, Charades game can be a technique to attract students' motivation and their direct implementation about vocabulary. It will motivate the students to produce the words easily in written and spoken form. It will help the students to spell the words correctly and reinforce the students' word's spelling. Besides that, this game can help the students to guess the words correctly. The students are actively involved in applying meaning of the words in context. It can help the students to infer the meaning of word and comprehend the word better.

Based on the explanation above, Charades game is proposed as appropriate technique to solve the problem in learning vocabulary. Charades game is a technique that can be used by the teacher to teach vocabulary. This is mostly regarded as reinforcement while the words were introduced previously. This game brings in relaxation and fun for students and helps the students retain new words more easily.

Based on the previously explanation, the researcher and the collaborative teacher would conduct a classroom action research in order to improve students' vocabulary. The researcher and the collaborative teacher are interested in conducting research which is entitled "Improving Students' Vocabulary through Charades Game (A classroom Action Research of grade VIIIA students of SMP Muhammadiyah 3 Purwokerto in academic year 2015/ 2016).

B. Reason For Choosing The Topic

1. The students have low mastery in vocabulary and teacher doesn't have appropriate way in teaching vocabulary.

2. Charades game is one of the acting games which helps the students to be active and develop their vocabulary easily.

C. The Problem of the Research

The problem of the research is attempted to address the following question: “Can Charades Game improve students’ vocabulary for VIIIA grade students of SMP Muhammadiyah 3 Purwokerto in academic year 2015/ 2016)”.

D. The Aim of the Research

The aim of the research is to know whether Charades Game technique can improve students’ vocabulary of the VIIIA grade students of SMP Muhammadiyah 3 Purwokerto in academic year 2015/ 2016).

E. The Clarification of the Terms

The title of this research is “Improving Students’ Vocabulary through Charades Game among the Students of SMP Muhammadiyah 3 Purwokerto” (A Classroom Action Research at VIIIA grade students SMP Muhammadiyah 3 Purwokerto in Academic Year 2015/2016).

To make it clear, the researcher wants to clarify the key term as follows:

1. Improve

It means to become or make something better. (Oxford Advanced Learner’s Dictionary.1995:598).

2. Vocabulary

Allen (1983: 2) states that the term of vocabulary refers to a lists or set of words for a particular language or a lists or set of words that individual speakers of a language might use.

3. Game

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

4. Charades Game

Charades game is a game in which one person explains the name given to him only with actions to his team. (Mishra, 2013: 199)

F. The Contribution of the Research

1. For teacher

This method can help the teacher to know the real fact of students' vocabulary. It will be useful for English teacher to broaden the knowledge of language teaching of vocabulary. In this way the teacher can take more appropriate technique for teaching vocabulary with better judgment.

2. For SMP Muhammadiyah 3 Purwokerto

From this research, the researcher hopes that it will give good effect for the English teaching learning process as a consideration technique to teach vocabulary at VIIIA grade especially and also for all grade of SMP Muhammadiyah 3 Purwokerto generally.

3. For the Institution

The researcher hopes that this research will be an input for the institution to improve and develop the teaching and learning process in English.

4. For the Next Researcher

This research will be useful for the next reader to get information and knowledge about teaching vocabulary.

