

CHAPTER 1

INTRODUCTION

A. Background of Research

In English there are four skills that should be mastered by the students such as listening, reading, speaking, and writing. There are also some language components such as pronunciation, spelling, vocabulary, and grammar that should be taught to support the language skill development. Those are language skills and components must be learned and taught integrate in teaching and learning process. It is almost impossible to learn a language without words, because communication between human beings is based on words. Vocabulary is one of the important language, because vocabulary is the central of language teaching and learning. By mastering the vocabulary, the learners will be able to produce so many sentences in spoken and written. Therefore, vocabulary mastery must be on the first priority in English language teaching and learning. Without mastering the vocabulary, it will be difficult for the learners to master the language skill.

It is believed that students lack vocabulary mastery. According to Nguyen Thi Thanh's (2002:2) the most common problem that causes the students lack vocabulary are : *first*, they assume the teacher's explanation for meaning or definition, pronunciation, spelling and grammatical functions are boring. In this case , the students have nothing to do in vocabulary learning because they just listen to their teacher. *Second*, the students only think of

vocabulary learning as knowing the primary meaning of new words and they ignore all other functions of the words. *Third*, the learners only find new vocabulary through new words in their textbooks or when given by teachers during classroom lessons. So, they may not be able to use that word properly in different contexts or pronounce it correctly. Therefore, it would be better if the teacher apply a more effective technique to improve the students vocabulary by using games in teaching. Games can make the students more interesting and enjoy to learning English, especially vocabulary.

Game will help the students to improve their motivation in learning vocabulary, so they will be more serious to learn English. One of the games that can be applied by the teacher for teaching vocabulary is Fly Swatter game. Helena (2013:3) states that Fly Swatter Game is a game where the students have to get a words in the whiteboard by using the teacher's instruction. This game helps the students to improve their vocabulary mastery and it can be a useful tool for the students. This game can encourage the students to be more active to find the words based on specific clue.

B. Reason for choosing the topic

The reasons why the writer chooses the topic are:

1. Vocabulary is very important in learning English, because it can help the students to master the language skill easily.
2. To give an alternative technique in teaching vocabulary by Fly swatter Games that can make the students more enjoy and interested with the material.

C. Problem of Research

Based on the background above, the writer formulates of the research question as in the following: is fly swatter game technique effective for students vocabulary mastery at the seventh grade of SMP N 1 Ajibarang?

D. Aim of the Research

The aim of the research is to find out whether or not teaching vocabulary using Fly Swatter Game at Junior High School is effective.

E. Scope of the Research

This research limits area in teaching vocabulary which is integrated in reading skill. The topics which will be taught are descriptive text (place), Procedure text (how to make), and Procedure text (how to use). These considerations are based on the syllabus of firstgrade of Junior High School.

F. Contributions of the study

The result of this study is useful for :

1. For the teacher

The writer hopes that Fly Swatter Game give and show an alternative way of teaching vocabulary. English teacher can use this strategy because it is a good change to make the students understand the words.

2. For the students

The writer hopes this research will give the students different and meaningful experience of learning vocabulary by Fly Swatter Game.

G. Clarification the Key Terms

The terms of the study are as follows :

1. Teaching

Teaching according to Brown (1987:7) refers to guiding and facilitating learning, allowing the learner to learn, setting the condition for learning. In this sense, teaching means transferring or delivering the knowledge or information from the teacher to the learner. Teacher understanding of how learners usually learn will determine the teacher philosophy of education, teaching style, approach, method, and classroom techniques that they used.

2. Vocabulary

Richards (2002:255) state that vocabulary is the core component of language ability and provides much of the basis for how well learners speak, listen, read, and write.

3. Fly Swatter Game

Schmenk (2001:3) states that Fly Swatter is a game where the students have to get the word by swatting the words in the whiteboard based on the teacher clues or instruction that he said before.