

CHAPTER I

INTRODUCTION

A. The Background of Study

Vocabulary is as a list or set of words for a particular language or a list or set of word that individual speakers of language might use (Hatch and Brown, 1995 as cited in Leny, 2006: 15). Words are signs or symbols for ideas. Vocabulary is the total number of words in language or list of words with their meaning.

Vocabulary is one of the language components that should be mastered by the learners. It has important role in communication process in spoken or written forms. By mastering vocabulary, the students are able to master the language skill: speaking, listening, writing and reading easily. One of the keys succeed learning English is vocabulary mastery.

The process of learning vocabulary mastery gives influence for students to get the aims of the lesson. Therefore, finding the meaning of new words and giving exercise can influence in mastering vocabulary. The teacher should give exercise about vocabulary and asks the students to memorize new words, so the students will remember and use the vocabularies. The teacher also should review the vocabulary and asks the students to practice the vocabularies both at school and at home. Therefore, the students will remember the new words easily and use them correctly.

In teaching vocabulary, it is needed to apply a good strategy that is used to make the process of learning vocabulary easier and more effective. One of them is learning vocabulary through game. A game is define by Hadfield (1990: 5) as an activity that with rules, the goals and an element of fun. Games are identical with children. It is known that children love playing game very much. In language learning games can be involved to motivate students an acquiring the language.

Games can be used in learning English especially vocabulary because it can makes the students more understand and easier to memorize the material. Further, games also help to create a context in which children's attention is focused on the completion of the task without necessarily realizing those language items are being practiced. As a result, language learning takes place in to context that children can directly relate to. The emphasis of game is on successful communication rather than in correctness language.

Related to the statement above, it is interested to teach vocabulary by using circle game. According to Budden (2006), circle game is a game where the students are divided into some groups. Each of group consists of 4 until 5 students, and they must sit in the circle. Every group gets a sheet of paper with three rows that include the questions based on the material or topic. The members of each group are asked to answer the questions. When all of the members of each group finish, one student from each group writes the answers on the white board. Group, who can pronounce well, answer and mention the

meaning correctly will be the winner. It is hoped the students will be easy to remember the vocabulary.

Based on the description above, this is the reason why it is interesting for conducting research entitled “The Effectiveness of Circle Game in Teaching English Vocabulary (An Experimental Research at Seventh Grade Students of SMP Negeri 4 Purbalingga in Academic Year 2012/2013)”.

B. Reason for Choosing The Topic

The reasons for choosing the topic are as follows:

1. Vocabulary is one of the language components that should be mastered by the learners. By mastering vocabulary, the students are able to master the language skills: speaking, listening, writing and reading easily.
2. Circle game is activity that involves the whole class to sit in a circle. As the game is played, students are given stimulus such as question that can encourage them to get ideas, and they can share their ideas each other in a group.

C. The Problem of the Study

The problem of this research is stated by a question:

“Is circle game effective in teaching English vocabulary at seventh grade students of SMP Negeri 4 Purbalingga in Academic Year 2012/2013?”

D. The Aim of Study

The aim of the research was to find out the effectiveness of circle game in teaching English vocabulary at seventh grade students of SMP Negeri 4 Purbalingga in academic year 2012/2013.

E. The Clarification of Terms

The title of this research is “The Effectiveness of Circle Game in Teaching English Vocabulary at Seventh Grade Students of SMP Negeri 4 Purbalingga in Academic Year 2012/2013. To understand clearly about the topic, the title needs to be defined operationally are as follows:

1. Effectiveness

Effectiveness is a measure of the match between stated goals and their achievement (Fraser, 1994: 104). In this research, the effectiveness means something that has better effect than before.

2. Circle Game

Budden (2006) states that circle game are activities that involve the whole class to sit in a circle. As the game is played, students are given stimulus such as question that can encourage them to get ideas, and they can share their ideas each other in a group.

3. Teaching Vocabulary

Based on Tarigan (1981: 15), teaching is to give stimulus, guidance, direction, and motivation to the students in order that learning process occurs

Vocabulary is basic the components of the language and no languages exist without word (Napa, 1991: 6). It is difficult for learners when they learn language skills without vocabulary mastery.

Teaching vocabulary is transferring and giving lesson to the students about all the words that make up language uses.

F. The Contribution of Study

The contributions of the research are as follows:

1. For Students

This study is expected to give meaningful experience for the students in teaching and learning process by using circle game as the technique and provide good learning atmosphere, so they can be more enjoy and active in teaching and learning activity.

2. For Teacher

This study is expected to give more information about alternative meaningful activity in teaching and learning process by using circle game, so the teacher can improve their competence and professionalism.

3. For The School

This study is expected to give input for the school in improving and developing the teaching learning vocabulary. The school will get an input scientific data of the students' vocabulary mastery, and get formulation to make a new method based on the result.