

CHAPTER I

INTRODUCTION

A. Background of the research

English is an international language, which has a major role in many sectors including education, health, business, technology, tourism, etc. All our international communication activities are carried out in English. As a result, English is taught and learnt around the world as a foreign language especially by the students. That is why English is the first foreign language taught at schools in Indonesia from junior high school until university.

There are some elements of English namely vocabulary, spelling, pronunciation, and grammar. Vocabulary is a basic element of language and has an important role in language learning. Richards in (2005: 16) states that vocabulary is the core component of language proficiency and provides some basics for how well learners can speak, listen read and write. In addition, Richards also says that to master language skills, the first thing that should be learned and known is vocabulary. The students should have the sufficient vocabulary in order to communicate well in foreign language. By having enough vocabulary, students can convey ideas, thoughts and feelings. Without vocabulary, students cannot understand and speak English well because students do not know the words. With good mastery of vocabulary, the learners will be able to listen, speak, read and write well.

Vocabulary is the first step which should be learned by the students before learning the other aspects of language. (Tarigan, 1984: 2) states that language skill mostly depends on the mastery of vocabulary. Moreover, students' vocabulary mastery is very important to support their communication process.

Teaching English vocabulary should be effective and interesting. One of the ways to teach English vocabulary is using games. Game is a fun activity to do, because using game in teaching vocabulary can make the students focus in learning vocabulary process. The teacher can use any games in their learning process.

Games are good activity for students because by using games students can be more active in doing the activities. One of games in use to teach English vocabulary is *Change Chairs Game*. *Change Chairs Game* is the modification of *if chance game*. In this game, students do instruction based on the clue given by the teacher. The students make big circle and one of students stands in the center of circle. He or she gives instruction in the center and the other students have to change their position based on the instruction. For example: wear-veil, so the student should give instruction in sentence form like an example from the teacher. The clue become sentence like "*if you are wearing veils change chairs*". So, the students wearing veils have to change their position with the same condition.

This game creates fun and make the students creative because they have to give instruction in sentence form based on the clue. Moreover, students can develop their minds to aid and memorize words. In fact, to memorize English vocabulary is not easy, besides they should apply them in sentence. Hopefully, this game can be good technique on teaching English vocabulary because they make the students happy and enjoy the activities directly.

From the statements above, the students can acquire new vocabulary. In addition, this game also increase their vocabulary so that students can add new vocabulary. The writer tries to investigate whether using Change Chairs Game in teaching vocabulary is effective or not. In this case the writer gives the treatment to the students.

B. Reason for choosing the topic

Reason of this research are as follow :

1. Vocabulary is one of the important elements in language. If the students do not have enough vocabulary the students will not able to master four skills of English well.
2. The change chairs game is a kind of games which will be interesting and interactive technique in teaching and learning vocabulary.

C. Problem of the research

Based on the fact above, the problem of Research is “Is change chairs game tehnik effective for teaching English vocabulary at the eighth graders of Junior High School? “

D. Aim of the research

With regard to the problem, the aim of research is to know whether change chairs game tehnik is effective or not to teach vocabulary in Junior High School especially of eighth graders.

E. Clarification of the term

The title of this study is “The Effectiveness of using Change Chairs Game to Teach Vocabulary” in the Second Grade Junior High School.

1. Effectiveness

Oxford advanced learned dictionary it is stated that the words “effective” means having effect, able to bring about the result intended, making a striking impression, actual or exciting (Hornby 1989: 386)

2. Teaching

Teaching is an activity in directing students in their study. According to Brown (2001:8) teaching is guiding and facilitating learning, enabling the learner to learn and setting the condition for learning.

3. Vocabulary

Vocabulary is all words of language that a person knows or uses in his or her communication. Vocabulary is also regarded as the part of

language that is close with social living of a person because its usage as the tool in communication (Tarigan 1985: 21)

4. Change Chairs Game

Change Chairs Game is a kind of fun game to teach vocabulary. According to Redjeki, Agoestywati Change Chairs Game is the modification of if chance game. It is one of movement activities from certain instruction that can make the students more active and give the students a chance to practice in learning vocabulary.

F. Contribution of study

The writer hopes this research will be beneficial for:

1. Teacher

The writer hopes, this way of teaching vocabulary will help teachers to get more information about the use of change chairs for teaching vocabulary.

2. Students

The writer hopes this research will make the students enjoy teaching learning English through change chairs, the students can be active especially vocabulary, the writer wanted that the result of this study can encourage them to learn English and also the students can get a different experience in learning especially when they were learning vocabulary.