

CHAPTER I

INTRODUCTION

A. Background of the Study

Language is very important to express something and to communicate with other. Language contains two systems, there are a system of sounds and a system of meaning. Vocabulary is an important element in language because of some reasons. Vocabulary can support people in speaking when the people are communicating with others, understanding text in reading, translating the words in text and also in writing English, and of course vocabulary is used to express one's ideas.

Based on my observation in SMP Muhammadiyah Sumbang , the students are shy or afraid in speaking English or answering questions from teacher, and many reasons that make the students feel unmotivated, bored and difficult to memorize. To make students motivated and enjoyed to study vocabulary, the teacher should think creatively how the subject can learn well and make them interested to learn.

There are some games used for teaching vocabulary; matching words game is one of them. Matching Words Game is a technique that the students match something related to the topic. This technique can develop the students' brain, improve thinking, logical and visual skill, and the students more active in in teaching learning process, and then help to the students find and focus on item better. So, the students will easily answer and know the meaning of the words.

Actually, there was a previous relevant research of matching words game that was conducted by Ningsih (2011:v) entitled *Improving Students'*

understanding on Question Tag Trough Matching Game (A Classroom Action Research at The second Grade of MTs Al Asror Gunung Pati in Academic Year of 2010/2011). The result of this study was that matching games were effective for teaching question tag. Whereas, the study focus on matching word game in teaching vocabulary. Thus, the study investigated how effective matching word game in teaching vocabulary which entitled “*The Effectiveness of Matching Word Game for teaching vocabulary (An Experimental Study at The First Year Students of SMP Muhammadiyah Sumbang in Academic Year 2012/2013)*”.

B. Reason for Choosing the Topic

There are some reasons to choose the topic; those are as follows:

1. Vocabulary is the first basic important thing in learning English. When the students speak, write, read and listen in English, of course the students cannot avoid the vocabulary.
2. Matching words game can help the students learn vocabulary easily, the students can develop their brain, and the students focus on English subject better.

C. Problem of the Study

The problem was analyzed as follows:

“how is matching word game technique in teaching vocabulary at the first year of SMP Muhammadiyah Sumbang?”

D. Aim of the Research

This study has one aim only as follows:

To find out whether or not using matching words game effective for teaching vocabulary at the first year of SMP Muhammadiyah Sumbang.

E. Clarification of the Terms

These are some terms in this study that should be clarified; they are as follows;

1. Effectiveness

Effectiveness is measure of the match between stated goals and their achievement (Fraser, 1994: 104).

In Oxford Advanced Learners, it is stated that the word “effective” means having effective; able to bring about the result intended; making a striking impression; actual or existing, fit for service (1974:281)

2. Teaching

Teaching is guiding, enabling the learners to learn, setting the condition and facilitating for learning (Brown, 1995:7).

Teaching is the activities of educating or instruction; activities that import knowledge or skill. (<http://www.thefreedictionary.com/teaching>)

3. Vocabulary

Vocabulary is a set of words known to person or other entity, or that are part of specific language.

Vocabulary is one of the basic components of language, and no languages exist without words (Napa, 1991: 6)

There are many kinds of vocabulary; they are verb, noun, pronoun, adjective, adverb, preposition, conjunction, and interjection. This study uses verb, noun, adjective and adverb.

4. Game

Game is the score at a particular point or the score needed to win.

(<http://www.thefreedictionary.com/game>)

Game is technique, which help and encourages many learners to sustain their interests and their work. Games also help the teacher to know which the language is useful a meaningful (Wright, 1993: 1).

5. Matching Word Game

Matching Word game is that the students match something related to the topic. (Arikunto 2010:172)

F. The contribution

Hopefully, this study can give meaningful contribution. The following are some contribution of the study.

1. For the teacher

This study hopes that the teacher will soon recognize the most suitable and effective technique in developing English vocabulary. The teacher will know the success of students' vocabulary mastery and students difficulties on vocabulary mastery.

2. For the students

This study hopes that the students' vocabulary will increase because of the technique.

