

CHAPTER I

INTRODUCTION

1.1 Background

One of the main challenges faced by students in mastering and learning English was a lack of vocabulary. In order to master all the skills in English included speaking, listening, reading, and writing, they were afraid in learning English. Vocabulary was basic to mastery of all English skills. Vocabulary was a unity of letters to be words which was formed by a set of user communities. Meanwhile, according to Penny (1991: 60) in Julita (2011), vocabulary could be defined as words taught in a foreign language. In brief, vocabulary was a unity of letters that became words that taught in a foreign language.

Vocabulary is one of important language components because it is the central of English 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 is important in English language teaching and learning. Without mastering the vocabulary, it will be difficult for the learners to master the language skill (Fitriyani, 2016: p.1).

Vocabulary is a core component of language proficiency and provides some basics for how well learners can speak, listen, read and write. Without vocabulary, students cannot understand and speak English well because they do not know the meaning of the words. That is why

teaching vocabulary is very important to be taught from an early age (Richards,2005: p.16).

One of popular junior high schools in Jember, East Java, Indonesia is SMPN 2 in Ambulu. It has prestige among other schools. Certainly, the quality of that school should be as well as its prestige. In fact, there were still some problems that faced such as the students English ability. When the researcher observed the English class there, the researcher found that the ability of student was still low and needed effort to increase students' vocabulary. The students were blank and difficult to said or write anything about vocabulary. However the researcher realized that the students have potential and ability to increase their vocabulary.

Based on teacher interviews, the researchers identified some problems related to vocabulary. The researcher finds some information that, in one of the classes in the eight grade, almost all students have limited vocabulary mastery. Students have low vocabulary memorization skills, and students lack practice in vocabulary. Leading to difficulties to understand words or define the sentences and speak in English.

A preliminary study was conducted using a preliminary test and interview with the English teacher. The result of the preliminary test showed that students' average score is 73 or only 45% of students who reach >75 or only 14 students from 31 students (appendix 4: score of preliminary test) and the result of the interview was that the students had problem in vocabulary mastery. Preliminary test was held on Wednesday, 8 January 2020. Based on the interview with the English teacher, in that

school fly swatter game never used in teaching and learning activity.

Therefore, the researcher wants to improve the students vocabulary by using fly swatter game.

A game is a simplified, operational model of the real life situation that provides students with vicarious participation in a variety of roles and events (Gerlach and Ely, 1980:380-381). Games 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.

Fly Swatter is a game where the students have to get 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 clues (Rizkiah,2013:3).

Fly swatter game is a kind of activity that students do in the classroom. In this activity, teacher and students can make a good relationship in learning process. So the researcher chooses a Fly swatter game that can improve students vocabulary mastery.

Based on the problem above, The researchers intend conduct a classroom action research for the eight grade students of SMP Negeri 2 Ambulu in the academic year of 2019/2020 with title "Improving Students Vocabulary mastery by using fly swatter game".

1.2 Research Questions

Based on the explanation above, the researchers formulates problems of the statement as follows:

How can Fly Swatter Game be implemented to improve students' vocabulary at SMPN 2 Ambulu in the academic year of 2019/2020?

1.3 Objectives of the Study

The objective of the research is as follow :

To know the implementation of Fly Swatter Game to improve student's mastery vocabulary at SMPN 2 Ambulu in the academic year of 2019/2020

1.4 Operational Definition

1. Fly swatter

Fly swatter game is an interesting activity for students because they can learn by playing. Fly Swatter is an object used for killing flies that consist of a flat piece of plastic with a long handle. Fly swatter games is a game where the students have to get the word on the whiteboard by using the teacher's instruction. In the process of learning using the fly swatter game, students will be divided into groups and each group gets a fly swatter. Before the game starts, the teacher writes a few words on the board. After that, the teacher shows a few pictures and then says the words in English, and makes a sound based on the words available. The student's task is to find the words on the board based on the teacher's instructions. If students find the word in question, students must hit the word with a

paddle that has been given, say it in English and spell it. In this game, the students are encourage to be active and creative in finding words.

2. Vocabulary mastery

Vocabulary mastery here means, students' understanding of words, particularly verb, noun, and adjective related announcement. It deals with how successful the students vocabulary mastery which convered large vocabularies. In this research the students have the skill or mastery vocabulary if they understand the meaning of the words such as noun, adjective and verb, and then the students can describe the word

1.5 Significances of the Research

The result of this research is expected to be useful for the English teacher, the student's and the future researchers.

1. Practical Significance

The result of this study are expected to be useful and can be used as a consideration for English teachers in vocabulary teaching using fly swatter game.

2. Theoretical Significance

The result of this study are expected to provide information for other researchers to conduct research on fly swatter game strategies in mastering words or other skills.

1.6 Scope of the research

The scope of the research will focus on the word fly swatter game to improve student's vocabulary mastery on the eight grade student's at SMP Negeri 2 Ambulu in the 2019/2020 academic year.

