

CHAPTER I

INTRODUCTION

This chapter presents the background of the research, the problem of the research, the objective of the research, the operational definition of terms, the significance of the research, and the scope of the research.

1.1 Background of Research

Studying new vocabularies is not easy for the students, They still have a lot of problems and difficulties in memorizing the vocabulary in learning English because the English words are quite different from their mother tongue.

According to Thornbury (2002:23), the learners need not only to learn a lot of words to achieve the outcomes, but also to remember them. The students often forget the words that have been learnt. The students should be able to understand words or vocabulary because it will be easily for them to get the idea of the subject that they have learnt by understanding the vocabulary.

Based on the informal interview with the English teacher, most of the students in SMA Muhammadiyah 2 Wuluhan especially at tenth grade have difficulties in mastering english because they are lack of vocabularies. The mean score of their vocabulary that was got from the English teacher there is 65 with the percentage of students who achieve the target score is 43%. Model of teaching is one factor affecting the success of teaching and learning process. The appropriate teaching model makes the students easy to comprehend the material

and feel enjoyable in teaching learning process. Therefore, the teacher should be very careful about choosing games if they want to make them profitable for the learning process because games become difficult when the task or the topic is unsuitable or outside of the students experience.

There are many way to teach English to the students. As a good teacher we should choose the best way teaching in order to make our students interested and enjoy with our lesson. One of the technique in language teaching is by using games. Hadfield (1984:4) states that a game is an activity in rules, a goal and element of fun. It means the games are element of fun that support the learners to have interest in learning english. Games are highly motion because they are amusing and interesting. They can be used to give practice in all language skills and be used practice the technique in language teaching is by using games. According to Wright (1996:2) states that games can also be used to give practice in all language skills and in all the stages of teaching learning sequence (presentation, recombination, free use of language). If the teacher use games especially guessing word games in teaching, it is hoped will increas students motivation to learn English and throw away the opinion that is hard to learn English or learn English is bored.

As it was stated before, games are one of techniques in language teaching. Games are not only interesting activities, but also useful to create better attitudes to the students in learning english. Essentially, in Guessing Words Game someone knows something and the other must find what it is (Wright, 1983:169).

Based on the explanation above, the writer expects the use of guessing words game to the students's vocabulary achievement in studying English of the

tenth grade students of SMA Muhammadiyah 2 Wuluhan in 2015/2016 academic year and hope that learning English will be more meaningful by using guessing words game.

1.2 The Problem of Research

Based on the background of the research before, this research will formulate the problem as :

- How can Guessing Words Game improve the tenth grade students' vocabulary achievement of SMA Muhammadiyah 2 Wuluhan in 2015/2016 academic year ?
- How can Guessing Words Game improve the tenth grade students' active participation of SMA Muhammadiyah 2 Wuluhan in 2015/2016 academic year ?

1.3 The Research Objective

Related to the research problems, the objective of this research is as follows :

- To know how Guessing Words Game can improve the tenth grade students' vocabulary achievement of SMA Muhammadiyah 2 Wuluhan in the 2015/2016 academic year.
- To know how Guessing Words Game can improve the tenth grade students' active participation of SMA Muhammadiyah 2 Wuluhan in the 2015/2016 academic year.

1.4 The Operational Definition of Key Terms

The operational definition will guide the reader to understand the concept about the study. It enables the researcher and the readers to get mutual understanding of the concept studied. It also functions to avoid misunderstanding in interpreting the research. It is necessary to define guessing word game and vocabulary achievement.

1. Guessing Words Game

Guessing words in this study is the ability of the students to guess the words puzzle which is given by the teacher to the students by giving a clue in the first of the question.

2. Vocabulary Achievement

Vocabulary achievement refers to the ability to use words to express a particular thought or idea. Vocabulary achievement in this research refers to the mastery of words covering large vocabulary (nouns, adjectives, verbs) and small vocabulary (prepositions and pronouns). In this research the students's score of vocabulary post test indicated the students's vocabulary achievement. The test was conducted after the students had been taught vocabulary by using Guessing Words Game.

1.5 The Significances of the Research

The result of this study are expected to give important input for the following people :

1. The English Teacher

Through the implementation of this classroom action research, teachers know the vocabulary learning techniques are varied, so that the problems that were found during the learning process can be overcome.

2. The Students

The result of this study are very useful for students in SMA Muhammadiyah 2 Wuluhan to improve vocabulary mastery without realizing it, because they are able to learn while playing games and play in the learning process. This game will be an alternative way to enlarge their vocabularies, so that they have better vocabulary achievement.

1.6 The Scope and Limitation of the Study

In this study the researcher would like to concern on the use of guessing words game since the students of senior high school really like to study English with games and concern on the students vocabulary achievement that refers to the mastery of words covering large vocabulary (nouns, adjectives, verbs) and small vocabulary (prepositions and pronouns) at SMA Muhammadiyah 2 Wuluhan in 2015/2016 academic year. The researcher only focused on vocabulary achievement in the tenth grade students in English test which is given by the researcher.