CHAPTER I

INTRODUCTION

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

1.1   Background of the Research

This research aims to improve students' basic mastery by applying the anagram method, a learning technique that involves rearranging the letters in words to form new words. English, which is one of the most influential languages in the global world today, has a very important role to master. This is because English functions as the main medium for exchanging information in various fields, both in the context of providing and receiving knowledge. Furthermore, mastery of English is an important key in the development of various aspects of life, including the education sector, technological advances, as well as the exploration and appreciation of art.

Given the importance of English, it is important to introduce and teach this language to young learners as early as possible. This is based on the understanding that at an early age, children's brains have high plasticity and extraordinary ability to absorb information. At this stage of development, their brain structure and memory capacity are in optimal condition for learning a new language. The majority of children at this age show impressive abilities in mastering a second language, including English, with high levels of fluency and more natural accents than adult learners. Therefore, starting

English education early can provide a strong foundation for their future language proficiency. If student can't be mastery in vocabulary they will not learn English well and can't follow teacher explanations'. Students who don't have enough words will have difficulty in understanding the material, writing and even speaking. According to Fauziati (2010:61) she state that "Vocabulary is the central language and is of great importance to the typical language learner". From the above statement, the researchers conclude that the initial focus of the English learning proces is vocabulary. In the context of learning English, mastering adequate vocabulary is an important foundation for students. These skills not only support the English subject itself, but are also useful for various other subjects that use English as a medium of instruction.

First of all, having an extensive vocabulary in English allows students to more easily understand the context and meaning of the material they are studying. This is very important considering that English is often used as a language of instruction in various fields of study. The success of vocabulary learning in class can be measured by students' ability to understand the material presented by the teacher and their ability to provide relevant responses to the lesson. When students can interact actively and meaningfully using the vocabulary they have learned, this shows a good level of understanding and mastery. It cannot be denied that vocabulary mastery plays a vital role in the language teaching and learning process. A strong vocabulary not only improves students' communication skills, but also enriches their understanding of various aspects of language, including grammar, pronunciation, and language use in different contexts.

According Wright et al (2004), The use of game methods in language teaching has clear goals and significant benefits. This approach allows teachers to develop students' language skills in a more effective and enjoyable way. Through game activities, students get the opportunity to engage directly with the target language in a meaningful context. They can practice reading, writing, and speaking skills in more natural and interactive situations. This hands-on experience helps students understand the meaning and use of language more deeply, which in turn makes it easier for them to remember and internalize new vocabulary

The following is a paraphrase of the text, to foster students' interest and inspiration in learning English, especially in vocabulary mastery, a teacher needs to adopt an approach that involves students' active participation while maintaining control over classroom dynamics. The use of various learning media, such as the Anagram technique, can be an effective tool in introducing and strengthening understanding of new vocabulary. This strategy not only helps students expand their vocabulary, but also creates an engaging and interactive learning environment, especially for middle school students. Through the use of Anagrams, students are invited to explore and discover new words in a fun and challenging way. The choice of topics and learning materials must be adjusted to the student's level of knowledge and experience. Given that students at this level may not have fully developed complex logical analysis skills, it is important for teachers to emphasize learning methods that rely on memory and imitation (mimicry). This approach allows students to absorb and remember new vocabulary through repetition and hands-on practice, rather than through complex linguistic analysis.

By combining these techniques, teachers can create a conducive learning environment, where students feel involved, challenged, and motivated to continue enriching their English vocabulary.

Anagram media is a form of linguistic game that involves restructuring the letters of a word or phrase to create a new word or phrase. In this process, each letter of the original word or phrase must be used exactly once, without addition or subtraction. Individuals who are skilled at creating anagrams are known as anagram experts. In the context of anagrams, the initial word or phrase that is the basis of the rearrangement is called the subject of the anagram. This process can be applied to a variety of linguistic forms, including single words, names, phrases, sentences, titles, or other forms of verbal expression. The fundamental rule in creating anagrams is to use all the letters from the original source, each exactly once. The quality of an anagram is often judged based on the relevance of its meaning to the original subject. Anagrams that are considered the most successful are those that are able to produce new meanings that still have a contextual or thematic relationship with their source.

The resulting anagrams can vary in tone and purpose. Some anagrams may yield precise and relevant meanings, while others may be humorous, satirical, or even rude. There are also anagrams that are subtle innuendos or vice versa, giving praise. This diversity shows the flexibility and creative potential of the anagram technique in manipulating language to produce diverse meanings or effects.

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1.2   Problem of the Research

The problem of study is stated. "Is there any significant difference in of using Anagram Game on Student who are taught using anagram game between who student doesn't taught using anagram game?"

1.3   Purpose of the Research

The purpose of this study is intended to investigate whether there is a significant difference on student vocabulary achivment between student who are taught with anagram strategy and those who are not using in students?

1.4   Significance of the Research

This research should be useful to students, English teachers, and other researchers.

1. Theoretical Benefit

Theoretically, the result of the study can give a reference for English teacher and perspective researchers especially in teaching vocabulary.

2. Practical Benefits

1. For Teacher The author hopes that this study will inspire English teachers, particularly those who teach vocabulary. This method can be used by the teacher to help students improve their vocabulary mastery.

2. For Student As a result, students can improve their skills and be encouraged to increase their vocabulary mastery

1.5   Operational Definition

There are several terms used in this study. To minimize misinterpretation, here are the operational definition:

1) Anagram game

In this research, Anagram game can be a valuable addition to foreign language learning classes, providing an interactive way for students to improve vocabulary skills in English learning using games. There are games that can improve the context of student learning in the classroom. Students can memorize and play happily using this method.

2) Vocabulary Mastery

In this study, Vocabulary can be defined as a collection of words in one language or another, in English students must first understand vocabulary in learning, so that by creating an effective class students will understand more of the vocabulary they have learned.

1.5.1 Vocabulary Mastery

In language learning and use, vocabulary plays a very vital role. Especially in the English context, vocabulary mastery is an essential foundation for students to develop the four main language skills: listening, speaking, writing, and reading. Without an adequate vocabulary, students will face significant obstacles in mastering these four aspects of English skills. Effective vocabulary mastery includes the ability to identify and categorize various types of words, such as nouns (nouns), verbs (verbs), adjectives (adjectives), and adverbs (adverbs). More than just recognizing them, students are also expected to be able to use these words to construct meaningful sentences. This skill is the basis of communication skills and is a stepping stone for mastering the four language skills as a whole. The importance of vocabulary in communication cannot be underestimated. Without mastering sufficient vocabulary, a person will have difficulty communicating effectively and expressing their ideas clearly. Vocabulary serves as a tool that allows individuals to articulate thoughts, feelings, and complex concepts in the target language. Thus, the development of a strong vocabulary not only supports linguistic proficiency, but also facilitates self-expression and a deeper exchange of ideas in English.

1.5.2   Anagram Game

Anagram is a linguistic activity that involves rearranging the letters of a word or phrase to form a new, meaningful word or phrase. This technique is more than just a game; it is an effective learning tool in language teaching. The application of the anagram method in language learning has significant potential to help students achieve their language learning goals. Through the process of tinkering with letters and discovering new combinations, students not only master their knowledge, but also develop a deeper understanding of the structure and cuisine of the language.

1.6 Scope and Limitation of the Research

The scope of the study that discussed here is to know the effect of using anagram game on seventh grade students' vocabulary mastery of SMPN 02 Bondowoso in the 2022/2023 Academic Year. The vocabulary which will be discussed as the indicator of the study are: noun, verb, adjective, and adverb