CHAPTER I

INTRODUCTION

1.1 Background of the Research

English was very important for life to make an easy comunication with other people who used other languages. According to Okselina and Anwar (2018:57) learning language including English, vocabulary was one of the essential aspects that should be considered before learning the other skills like listening, speaking, reading, and writing.

Vocabulary was one of the ability in English which was very important and useful. According to Okselina and Anwar (2018:57) Vocabulary is one of the essential aspects that should be considered before learning the other skills like listening, speaking, reading and writing. So, vocabulary was one of the most important thing to develop an English. Likes Sherrie (2002:2) however, a persons was likely to forget such memorized list quickly. Studies show that to master a word (or a word part), you must see and use it in various contexts. By working actively and repeatedly with a word, especially for students in junior high school. They must master English vocabulary and its grammatical rules to make communicate to another people. According to Alqahtani (2015:24) Recent research indicates that teaching vocabulary may be problematic because many teachers are not confident about the best practice in vocabulary teaching and at times do not know where to begin to form an instructional emphasis on word learning.

Teacher should think of how to make the lessons more interesting. There was some way to make the activities of learning teaching become more interesting for students one of them is paper airplane games. Paper airplane game was a game that used an airplanes from pieces of paper and used some questions based on the material taught in the classroom. The question related to the vocabulary, a story, or some grammar. According to Okselina and Anwar (2018:59) through Paper Airplane the teacher could see clearly whether the students have new word or not, feel relax in the classroom, and become interested classes.

An interesting teaching strategy that allowed teacher to combine English and game was through the paper airplane. Paper airplane game was constructive learning activity based on the material to run the project in class. According to Okselina and Anwar (2018:57) Paper airplane game was one of the way teaching that can be used by the teacher to overcome the problems.

Based on all the reasons above the researcher interested to do this research with the title "The effect of using paper airplane game on vocabulary mastery of seventh grade students at MTs Nurul Hikmah Bintoro in the 2018/2019 academic year.

1.2 Problem of the Research

Based on the research study, the research problem was formulated as follow "Is there any significant effect of using paper airplane game on vocabulary mastery of seventh grade students at MTs Nurul Hikmah Bintoro in the 2018/2019 academic year.

1.3 Objective of the Research

This experimental research was the intended to investigate whether there was or not significant effect of using paper airplanes game on vocabulary mastery of seventh grade students at MTs Nurul Hikmah Bintoro in the 2018/2019 academic year.

1.4 Operational Definition of the Term

Operational definition was the guidelines to notice the concept of the research problem. From the explanation, it could be concluded that was necessary for the researcher to define some terms used in this thesis, so both of them the researcher and the reader have mutual understanding. There were two terms, those are vocabulary mastery and Paper Airplane game.

1.4.1 VocabularyMastery

Vocabulary mastery was the attempt to understand new vocabulary or existing vocabulary both orally and in writing. Vocabulary in this research was focused on largevocabulary consisting of; nouns, verbs, adjectives and adverbs. The students would applied the vocabulary in learning process. Then, at the end the learning process, the students would given test in multiple choice.

1.4.2 Paper Airplane Game

A paper airplane game was a game in which students make an airplane from pieces of paper. Then, the airplane was flown to pictures or objects around the room. While saying the object which is hitted by their airplanes, and getting points from it. The procedures of this game included: brainstorming, discusing, playing paper airplane, and concluding.

1.5 Significances of the Research

Every research must have its own significance to know why this research is made. The results were expected to be benefical both theoritically and partically.

1.5.1 Theoretical Significances

The results of the research were expected to be useful for the reader about paper airplane game and vocabulary mastery. And the research could make the reader knew about the effect of using paper airplane game on vocabulary mastery of seventh grade students at MTs Nurul Hikmah Bintoro Jember in the 2018/2019 academic year.

1.5.2 Practical Significances

Practically, this research hopefully was able to give contribution for English teacher to know the effect of using paper airplane game toward the vocabulary mastery student in the class. And for the student, this research could differentiate an information. For the students, they will increase their vocabulary mastery.

For future researchers, the result of the research is expected to be useful as a reference to conduct the same research design on the influence of the students vocabulary or another English ability by paper airplane method.

1.6 Scope of the Research

This research only focused on the effect of using paper airplane game on seventh grade students' vocabulary mastery at MTs Nurul Hikmah Bintoro in the 2018/2019 academic year.

