CHAPTER I

INTRODUCTION

This chapter presents and discusses background of the research, problem of the research, objective of the research, operational definition of the terms, significance of the research, and the scope of the research. Each issues is highlighted respectively below.

1.1 Background of the Research

Language is a tool that people use to communicate with others. People have different language as their mother tongue. In this era, people have to learn another language beside their own languages for their own needs. English becomes a global language that is used by almost all countries in the world (Crystal, 2003:29). As an international language, people are demanded to master English.

In Indonesia, English is taught in the fourth grade of elementary school and has been taught as a compulsory subject from Junior High School up to the university. The students learned four language skills; listening, speaking, reading, and writing. To support the mastery of the four language skills, students obviously should have well understanding of English sub-skills; they are vocabulary, pronunciation, and grammar as a core of having structured English in communication and comprehension. Even so, it does not mean that all the high school students have mastered the four language skills well. Gultom (2015: 1234) stated that rarely high school students can communicate using English. It is should be remembered that learning a language without knowing the words is imposible

to be done. It is supported by Thornbury (2002:1) who stated, in his book, that every languages have words. He added that the emergence of language because of the existence of words.

It can be known that mastering vocabulary is important for language learners. There is no denying for every student to master vocabulary if he or she wants to master a languange especially English. Efendi (2013:83) suggested teacher to use games as tehcnique in teaching English vocabulary because his journal result showed that the use of games can improve the students' ability in mastering vocabulary. One of the games that can affect students' vocabulary mastery is scattergories game. Scattergories game is known as one of classic board games that have been played for years and believed as a teaching tool that given good impact on students' educational achievement (Hinebaugh,2009:v-vi). The result of the previous research on scattergories game that is done by Khikmah (2016:67) showed that scattergories game can improve students' vocabulary mastery at one of junior high schools in Indonesia. It can be seen from the improvement percentage of the thirty seven students who pass KKM. In cycle 1, percentage of pre-test is 2.70%, and post-test is 40.54% while in cycle 2, percentage of pre-test is 62.17% and post-test is 89.18%. The t-calculation of both cycles (cycle 1 is 10.34 and cycle 2 is 3.03) are higher that t-table (2.02) which means that there is a significant improvement in each cycle.

Based on the reason above, it is encouraging to conduct a research entitled: "The effect of using scattergories game on the tenth grade students' vocabulary mastery at SMK Baitul Hikmah Tempurejo in the 2017/2018 academic year".

1.2 Problem of the Research

Based on the background of the research, the problem of the research is formulated as follow :

Is there any significant difference between students who are taught by using scattergories game and those who are not on their vocabulary mastery?

1.3 Objective of the Research

In line with what has been stated in the problem of the research, this study tries to find out whether there is a significant difference between students who are taught by using scattergories game and those who are not on their vocabulary mastery or not.

1.4 Operational Definition of the Terms

There are two variables in this research, namely; Independent variable and dependent variable. The independent variable is scattergories game, and the dependent variable is vocabulary mastery.

1.4.1 Scattergories Game

Scattergories game is one of board games which is being adapted as communicative activities in the classroom. This game is appropriate for uppe-intermediate level students and above.This game is related to the word play performed either individually or in groups. Students have time limit and they have to think of words which suitable for particular categories.

1.4.2 Vocabulary Mastery

Vocabulary mastery can be defined as a number of vocabulary (words) in a language which contains information about its meaning, form, usage in context

of communication. Mastering vocabulary in this research means that students are able to know the meaning, the synonym, the antonym, and the used of vocabulary in sentences. Vocabulary in this research covers nouns, verbs, adjectives, and adverbs. Students' vocabulary mastery is indicated by the score of vocabulary test.

1.5 Significance of the Research

The results of the research are expected to give some significance. The significance here divided into two forms, they are:

1.5.1 Practical Significance

The result of research can be used as information and consideration by English teacher to create a conductive, relaxed, enjoy, and unstressed atmosphere in the classroom. It will not only make students comfortable to study, but also lead them to achieve the instructional goal of teaching vocabulary.

1.5.2 Theoritical Significance

- The Researcher

The results of this research are expected to broad the researcher's knowledge up concerning the using Scattergories Game in teaching vocabulary and to provide useful information about one of board games for education to teach vocabulary.

- Future Researcher

The finding of research can be used as a source of information for the future researcher who has a similar problem as a reference to conduct the similar

research with the same design in different research design or with different level of students.

Furthermore, the results of this research can bring positive impact in teaching- learning process at senior high school level.

1.6 The Scope of the Research

The scope of the research is focused on the effect of using Scattergories game on students' vocabulary mastery. The vocabulary mastery in this research covered nouns, verbs, adjectives, and adverbs. And the subjects of this research are limited to the tenth grade students at SMK Baitul Hikmah Tempurejo in the 2017/2018 academic year.