

CHAPTER I

INTRODUCTION

This chapter present some aspects deal with the topic of the research. They are background of the research, problem of the research, objective of the research, operational definition of the research, significances of the research, and scope of the research.

1.1 Background of The Research

Language is the main aspect of communication. All languages have vocabulary. There are many factors which affect the process of conveying messages. One of the factors is vocabulary. Thornbury (2002:13) states that without vocabulary nothing can be expressed. People can say almost anything with words. Vocabulary is one of tools which is important in communication because limited vocabulary in a foreign language results in limited communication. Therefore, the students should master vocabulary to communicate well in English. Vocabulary mastery is needed in Indonesia where English is considered as foreign language.

There are a lot of study which is done to investigate the level of English proficiency. One of the international studies was Education First English Proficiency Index. According to EF EPI (2017:7), Indonesia is one of the countries that are at the low level. In EF EPI 2017 ranking, Indonesia stands in the low level with score 52.15. Based on the result of EPI, Indonesia is ranked at 39th from 72 countries. It means that Indonesia still less in English proficiency.

Based on the data above, the students' achievement of English proficiency needs improvement. There are some important things related to English mastery. One of those is vocabulary. According to Richard and Renandya (2002:255), "Vocabulary is a core component of language proficiency and provides much of the basis for how well learners speak, listen, read, and write". Thornbury (2002:26) said that students often forget the words; up to 80 percent of material is lost within 24 hours of initial learning. It means that vocabulary is one of the important things in foreign language learning. Therefore, it needs an effective strategies to teach vocabulary and make it easier to be mastered.

There are some strategies to teach vocabulary. One of the ways to teach vocabulary is by using games. According to Wright et al. (2006:2) games provide one way of helping the learners to experience language rather than merely learn about it. The students are allowed to be active in learning the language while playing game. Dunlap and Weisman (2006:147) claims that students are usually motivated to learn through games. It means that while having fun, students can also practice their language skills. Game is one of the effective strategies in teaching vocabulary. Therefore, bingo game is decided to be applied to teach vocabulary.

Bingo game is one of games which provide the activities that would allow children to use the target words in the classroom. Hiebert and Kamil (2005:161) states that bingo is one of activities that can be used as a media to create informal assessment, memorize new vocabulary, and use it systematically. Buttner (2013:134) claims that bingo game is appropriate to review the lesson of vocabulary. Bingo game provide the learners with opportunities to practice

vocabulary. According to Wright et.al. (2006:50) “Bingo is practising vocabulary by identifying definitions of words”. Therefore, the students would be able to memorize and practice the word while playing bingo game.

A previous research conducted by Dhinda revealed that bingo game had significant effect on the students’ vocabulary achievement. It showed a significant difference between post-test of control and experimental group. The population of the research was students at SMP N 1 Jelbuk. The research respondent were VIII A and VIII C. The result of t-test analysis on the students’ vocabulary achievement test showed that the statistical value of the t-test was higher than the value of t-table with significant level 5% ($4.37 > 1.99$). Knowing the positive result describe in the research above, this study designs a bingo game for English vocabulary learning to other research participants. It aims knowing the effectiveness of bingo game to other students with different kind of bingo.

Based on the explanation above, it can be said that bingo games have a potential to increase vocabulary achievement. This research will conduct entitled “The Effect of Using Bingo Game on the Sevent Grade Students’ Vocabulary mastery at SMP 2 Kalibaru in the Academic Year 2017-2018.”

1.2 Problem of the Research

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

Is there a significant difference of vocabulary mastery between the class that is taught by using Bingo and the class which is not to the seventh grade students of SMP 2 Kalibaru in the 2017/2018 academic year ?

1.3 Objective of the Research

The objective of the research is to know whether or not there is a significant difference of vocabulary mastery between the class that is taught by using Bingo and the class which is not to the seventh grade students of SMP 2 Kalibaru in the 2017/2018 academic year.

1.4 Operational Definition of the Research

In this part there are two operational definitions. They are bingo game and vocabulary mastery.

1.4.1 Bingo Game

Bingo game is a kind of connect game that uses cards. The cards are showing some words. This game aims to teach vocabulary to the students in a fun way. The students are divided into some group and make a bingo card. Then the teacher read the words definitions. The group who has crossed five words horizontally, vertically, or diagonally shouts Bingo. The group who has crossed five words become the winner.

1.4.2 Vocabulary Mastery

The vocabulary mastery in this research refers to the students' level of knowledge in English vocabulary after learning vocabulary. It is shown by the students' score of vocabulary test covering nouns, and verbs. The test is given before and after the students are given teaching vocabulary by using bingo game.

1.5 Significance of the Research

1.5.1 Theoretical Significance

The result of this research paper will be useful in English teaching learning especially in teaching vocabulary by using bingo game. The finding of the research can be used as reference for everyone who wants to conduct a research about teaching vocabulary by using bingo game in English teaching learning process.

1.5.2 Practical Significance

Te result of this research is expected can motivated and make the students enlarge their vocabulary easily by using bingo game in vocabulary teaching learning process.

1.6 Scope of the Research

This research focuses in investigating the effect of using Bingo game on the students vocabulary mastery of seventh grade students at SMPN 2 Kalibaru in the 2017-2018 academic year.