

## **CHAPTER 1**

### **INTRODUCTION**

This chapter presents seven topics related to the research. Those topics cover Background of the Research, Formulation of the Research Problems, Objectives of the Research, Research Hypothesis, Significance of the Research, Scope and Limitation Research, and Definition of the Key Terms.

#### **A. Background of the Research**

English is a language used by many people in the world in their daily lives, because English is one of the International languages. According to Brown (2001: 118) English has become a tool for international communication in transportation, commerce, banking, tourism, technology, diplomacy, and scientific approach. It means English is a tool of communication among people from different countries to be able to have a conversation.

For Indonesia, English is a foreign language. As foreign language, English must be learned at various educational levels. In Indonesia, English is taught in schools from elementary school to university. It is only for a limited time to study in school. Indonesian students should have better English skills because they have been studying for many years. However, the facts are from expected. Most Indonesian students cannot master it well. When a person learns a foreign language, he or she often distracted. For example, when the peopletries to actively or passively use a certain language. Therefore, it is a

new language for them, that is why they get some difficulties and they also need much time to learn in a better way.

The first point in learning English, people have to know English vocabulary. In expressing an idea people have to understand the vocabulary first. Without knowing about vocabulary, the students can not study English well. According to Asgari and Ghazali (2011: 84) states that learners differ greatly in the skill with which they use strategies, it is important to make a training development program. It means that vocabulary is very important for every learner who wants to master the English language.

Vocabulary is very important for learning English, because vocabulary is one of the language elements. Vocabulary is a list of words with their meanings, especially in a book for learning a foreign language (Oxford Learner's Dictionary). According to Lyne Cameron, stated that "Vocabulary is one of the language aspects which should be learned. Learning vocabulary is important because if people want to be able to speak, write, and listen nicely people have to know vocabulary first". Without an extensive vocabulary and strategies for acquiring new vocabulary, students cannot achieve one of the skill of English well. Aisyarani (2014) states that without knowing the vocabulary, someone can not understand the meaning of words in communication. Then, Alqahtani (2015) explains that the mastery of vocabulary is an important asset that influences good communication on the foreign language. Furthermore, Aridha (2018) asserts that is complicated to learn English without having sufficient vocabulary.

There are some problems in vocabulary acquisition during language learning. The students cannot memorize list of vocabularies quickly. It can be caused by their unfamiliarity to the English. Some of the students are poor in vocabulary mastery. They still get difficulty grasping the meaning of words in context. Since the vocabulary is not only limited to the meaning, but it has contextual meaning. Furthermore, they are less motivated in the lesson. They are less interested in conventional learning methods and media provided by the English teacher. They often feel bored, so they can not focus on the materials that are given by the English teacher. Hidayat (2017) mentions that students often get difficulty memorizing, using, and increase their knowledge of vocabulary. Moreover, Aridha (2018) in her research finds that her research subjects get difficulty to state their ideas because of a lack of vocabulary and they also have a lack of attraction to the English lesson.

The use of interesting teaching media can be one of the solutions for the problem above. This study proposes the use of cartoon video as the media of vocabulary teaching. Tiati (2007) explains that a cartoon video or movie is a movie diagram or cartoon that is made up of a sequence of images displayed one after the other. Cartoon video can reduce boredom and decrease academic stress and anxiety. The cartoon video can help the teacher to convey the material clearer. It also limits the students to understand the lesson. Moreover, it also makes the learning activity become more interesting and enjoyable, hence it can improve the students' motivation. Munir (2016) insists that the use of media can help the teacher to convey the material.

Although teaching media is crucial, it can not stand alone. The use of teaching media is also influenced by the teaching method. Teaching media are always related to the teaching methods because they are a complement to each other. Teaching media must be applied by using the appropriate method to get a good result. Arsyad (2014) states that the use of teaching media is influenced by the chose of the teaching method. Then, Artanti (2015) states that the English teacher has to be able to organize teaching and learning activities such as they have to give materials by using a suitable technique and master the lesson effectively. Meanwhile, Munir (2016) states that good teaching is influenced by the creativity of the teacher to use the good and precise teaching method. Moreover, Mubarok et.al., (2017) add that to make the students enjoy the lesson and be motivated, a teacher must convey the materials creatively.

Besides, the use of cartoon video as media in the teaching-learning process is a fun activity because cartoon video keeps the students from getting bored. The instruction can be more interesting, learning becomes more interactive, the quality of learning can be improved, make the vocabulary material is more meaningful, to help the students memorize the word easily. It is very useful for their experience in learning vocabulary.

There are some previous studies already conducted about cartoon video. The first relevant study was done by Mustikawati (2013), entitled “The Effectiveness of Using Video in Teaching Speaking for the Eight Grade Students of SMPN 1 Manisrenggo”. The study uses a quasi-experimental

research design. Then, the finding of study shows that there is a significant different in the speaking ability between the students who were taught by video and those who were taught by using textbook-based technique. The second, from journal (Millah, Nor hayati 2018) entitled “The Effectiveness of using Cartoon Videos in Teaching Speaking to the Students of SMPN 2 Rantau Kalimantan Selatan in Academic Year of 2013/2014”. The result of this study showed that student’s ability improved. It can be conclude that the implementation of using cartoon videos as media in teaching speaking recount text was effective. The third study is by Pangestuti, Restu (2014), entitled “The Effectiveness of Using cartoon Video in Teaching English Vocabulary at the second grade students of SMP Islam Gondang”. Here the researcher used the same technique as a teaching English vocabulary by using Cartoon Video. The result of this study showed that there is any significant differences between before teaching English vocabulary by using cartoon video and after teaching English vocabulary by using cartoon video.

Furthermore, the differences between the previous study and this study are from the research design, the place, the time, and the instrument. In previous studies, the researcher used cartoon video to teach speaking, but in this study the researcher used cartoon video to teach vocabulary. The researcher investigated the effectiveness of using cartoon video to solve the difficulties to understand the meaning of words when learning vocabulary to fifth grade students of MI Najatus Salikin. The researcher wants to test whether or not cartoon video is effectively used in teaching vocabulary at

fifth grade of elementary school. And the researcher is going to conduct the research by experimental entitled “The Effectiveness of Using Cartoon Video in Teaching English Vocabulary at Fifth Grade of MI Najatus Salikin”.

### **B. Formulation of the Research Problem**

Based on the background of the study above, the research question is: “Is there any significant different scores of students’ vocabulary mastery before and after taught by using cartoon video?”

### **C. Objectives of the Research**

Based on the research question, the objectives of the research is: To identify whether there is significant different scores of students’ vocabulary mastery before and after taught by using cartoon video.

### **D. Research Hypothesis**

In short, the hypothesis means prediction of the problem or phenomenon is expected value from the relation between the variables of the problems. In this research, there are two kind of hypothesis: these are null hypothesis ( $H_0$ ) and the alternative hypothesis ( $H_a$ ).

#### 1. Null hypothesis ( $H_0$ ):

There is no significant different in students’ vocabulary score before and after being taught by using Cartoon Video at fifth grade of MI Najatus Salikin.

#### 2. Alternative hypothesis ( $H_a$ )

There is significant different is students’ vocabulary score before and after being taught by using Cartoon Video at fifth grade of MI Najatus Salikin.

## **E. Significance of the Research**

The researcher hopes that the result of the study will give contribution to:

### 1. Theoretically

The study is expected to give explanation about the use Cartoon Video toward student's vocabulary mastery.

### 2. Practical Benefit

The researcher expects to give some scientific contributions for:

#### a. For teacher

As the information, English teacher about teach student in mastering vocabulary by using cartoon video. The English teacher can enrich variation media for teaching vocabulary. English teacher can use the media to give a solution for students especially in vocabulary.

#### b. For students

The researcher can give solution for the students to understand in study English especially in mastering vocabulary. The students can improve their ability about vocabulary by using cartoon video by their teacher in the class. So the students feel interest to learn English lesson than before and they have good perception that English is not difficult.

#### c. For the readers or other researcher

The use of cartoon video can help the researcher to identify how to teach vocabulary well. It also gives information to improve creativity in learning process especially in teaching vocabulary. This researcher can be an additional reference for the next researcher who wants to

conduct the similar research. The next researcher can cover up the limitation of the researcher.

#### **F. Scope and Limitation of the Research**

The scope of this research is teaching vocabulary by using cartoon video as media toward the improvement of the students' vocabulary score of the fifth grade of MI Najatus Salikin. In this research, the researcher focuses on the material about Job and Profession. The writer limits the study in teaching English vocabulary by using cartoon video. Because it can be used as a perfect media in teaching vocabulary, cartoon video has two dimensional illustrated visual arts and it will make the students more interested to study.

#### **G. Definition of Key Terms**

The following terms are given to make readers the same understanding or perception for same terms used in this study. They also intended to avoid ambiguity or misinterpretation, so the terms here are needed to be defined as follows:

##### 1) Effectiveness

Effectiveness is an attainment from the target which be measured, and can give an expected result. The effectiveness of this research means the significant improvement of students' vocabulary mastery indicated by the significant value  $< 0.05$ .



## 2) Media

According to Naz and Akbar, “Media are the means for transmitting or delivering messages and in teaching-learning perspective delivering content to learners, to achieve instruction”.

## 3) Cartoon video

Cartoon is a form of two dimensional illustrated visual arts. It is typically non-realistic or semi realistic drawing or painting (Wikipedia). While video is a movie or other piece of material recorded on videotape. So, cartoon video is a movie in the form of two dimensional illustrated visual arts.

## 4) Vocabulary

Vocabulary is alphabetical list or words that useful and basic tool for communication. Vocabulary is the content and function words of language which are learned so thorough that they can be used in the performance of any communication act. This vocabulary focuses about Noun, and the material about Job / profession.