

CHAPTER I

INTRODUCTION

This first chapter of this thesis presents the background of the study, research problems, objectives of the research hypothesis, significance of the research, scope and limitation of the research, definition of the key terms, and research paper organization.

A. Background of the study

Vocabulary is very important for every student who wants to master English and it is also the central of language teaching and learning. Without vocabulary, the students will find difficult to English mastery. Richard and Renandya (2002: 255) said that vocabulary is core component of language proficiency and provides much of the basic for how well the students speak, listen, read, and write. Therefore, vocabulary is important basic to learn English.

In learning English, we usually need four skills like listening, speaking, reading, and writing. Vocabulary is a one of primary factors after grammar, spelling, and pronunciation in learning English. Those skills automatically need vocabulary. Without vocabulary, they cannot express their thought, idea or opinion and also they will feel miss-communication with partner or vice versa.

Vocabulary is one of the language aspects. The students cannot read, speak, listen, and write without understanding the meaning of words. But, by teaching vocabulary first, the student easily able to read, understand and memorize vocabulary more quickly because this is a very effective way. A better

way and easier to teach English especially vocabulary to students is by using games, such as word search puzzle game. Because this game could be an alternative or variation in the methods of English teaching for teacher. With this method, students will not feel bored in learning English. But they will become critical and active children in learning English.

Many students find difficulty to enrich their vocabulary or to memorize that new word given by teacher. It is something normal for the students, because English is not their mother tongue. So, it is a hard job for the teacher to make his/her students understand and remember new words that they never hear before. In teaching vocabulary, the teacher must have creativity in teaching and learning process. As we know that the students are bored when they do not understand, moreover when the teacher teaches still uses the conventional method in his/her teaching. The teacher just explains the materials and then gives exercise in written form.

In the Junior High School, English is not the new something for students. They have known about it when they were in the Kindergarten or elementary school. But, sometimes they still feel difficult. As Celce-Murcia (2000: 77) states, vocabulary should be recognized as a central element in language instruction from beginning. Students have difficulties in using English for communication. It is because their mastery of vocabulary is so limited. Students still difficult to remember the new vocabulary in a short term memory, so that students will quickly forget the new vocabulary is given by the teacher. The teacher should increase their creativity with create the interesting of teaching media in their

classroom activity. This media can be created through game. Word search puzzle game is used to make the students catch easily about what they have learned.

There are a lot of problems for their difficulties; English is still as foreign language not a second language for them, they have little habit and responsibility to use English for communication, they are still feel difficult to spelling and pronunciation in learning English. The students were very difficult to learn or memorize new vocabularies. The students only remember a few materials from all of what they have learned before. They feel bored easily and difficult to keep their concentration. Here, the teachers should give the solution of students' problem. The students' need a new alternative that it can help them to keep memorize about the new vocabulary easily. Therefore, the teacher can give a game. This game is given to give the new atmosphere for students. They will not feel if they still learned process. Because, they pass it easily not pressure.

The researcher tries to give the solution by using word search puzzle game. This research is important to conduct in order to help the teacher in solving that problem. By conducting this research, the teacher will know new strategy to teach vocabulary. So, the teacher didn't use the monotone strategy in teaching and learning process which cause the students feel bored. In addition, the students will not feel difficult or afraid in memorizing vocabulary because they can do it in an exciting way. Word search puzzle game can make teaching English especially in improving vocabulary to be more interest. Word search puzzle game is a set of word game arranged in a puzzle such that they read same horizontally, vertically, and diagonally. The implementation of this game is the students are asked to

arranged the horizontally, vertically, and diagonally. The teacher will explain material before and then teacher will give a sheet. This sheet fills about the words which has random but still related with the teacher' explain before but in sheet available the answers also. It means that the students just arrange words with the material have been given by teacher before with the answers available. It looks simple and easy but actually it need precise more if the students want successes pass it.

Using word search puzzle game can make the students to be active because this game is always followed by discussion or teacher' explanation. Besides, it can make the students be independent because they are asked to be discipline with their task, can more understanding about material because they can remember and understand the teacher concept easily, and can give motivate for students to study more. So that ways, puzzle game offers a challenge that will motivate the students to learn and practice their vocabulary.

From the explanation above, puzzle game to be an innovative and alternative in teaching media, and needed the further study about the effectiveness of the way in teaching English. Therefore, to conduct the further research about puzzle, and to support the finding of the previous studies about teaching vocabulary with entitled "the effect of using bilingual crossword puzzle game in teaching vocabulary for the fifth year students of MI SalafiyahKasimBlitar academic year 2012/2013", the writer is Duri. And "the effectiveness of using word square game towards the students' mastery of vocabulary of the second grade at SMP Negeri 2 Pakel year 2012/2013", the writer is pujiastuti, researcher

wants to investigate the effectiveness of this way in more specific language skill. So, the writer is interesting in conducting a research entitle “Using word search puzzle game for improving students’ vocabulary mastery at MTsN Tulungagung”

B. Research problems

Based on the problem that is written in the background of research above, the researcher formulates the problem in research as follow:

1. How is the students’ score in vocabulary before being taught using word search puzzle game?
2. How is the students’ score in vocabulary after being taught using word search puzzle game?
3. Is there any significant difference score of the students’ score in vocabulary before and after being taught using word search puzzle game?

C. Objectives of the research

Based on the research problems above, we can take objectives of the research are:

1. To find out the students’ score before being taught using word search puzzle game.
2. To find out the students’ score after being taught using word search puzzle game.
3. To find out significant difference score before and after being taught using word search puzzle game.

D. Research Hypothesis

The hypothesis of this research is:

1. H_a (Alternative Hypothesis)

There are different significant score of students' before and after being taught by using word search puzzle game for improving students' vocabulary mastery at MTsNTulungagung

2. H_o (Null Hypothesis)

There are no different significant score of students' before and after being taught by using word search puzzle game for improving students' vocabulary mastery at MTsNTulungagung

E. Significance of the Study

The result of this research is intended be useful for English teachers, students, and other researchers. The first, significance of this research to English teacher is give new contribution about creating a game to improve students' vocabulary effectively by using word search puzzle game. The second, for the students' this study can help the students' to their vocabulary mastery easily so, they are not bored with the general way of the teaching vocabulary, this study will add new experience for the students' in the learning and teaching activity, and they will interest to learn English especially in vocabulary. The third, for the other researchers this research can be used as material consideration if she/he will investigate the same subject. So that ways, the researcher tries to give the best contributions.

F. Scope and limitation of the Research

Based on the background of the study, this study has scope and limitation. The scope of this study is using word search puzzle game to improve the students' vocabulary mastery of second grade students. The vocabulary focused on the simple vocabulary which was learned by the second grade students.

The researcher focuses on the word search puzzle game in the teaching vocabulary about the word based on the teaching materials the form of arranging in puzzle horizontally, vertically, and diagonally through individually.

G. Definition of Key Terms

To avoid misunderstanding the researcher gives some key of terms which are following, the key terms used for clarifications or gives as follow:

1. Word search puzzle game is a game in the search for the words, either vertically, horizontally, and diagonally. This game can help students increase their vocabulary and make them happy in doing search puzzle game of words.
2. Vocabulary is the word which is used everybody to communicate especially in foreign language.
3. Teaching vocabulary is the way of convey information about word which is used everybody to communicate to other people in foreign language.