CHAPTER I

INTRODUCTION

This introduction presents and discusses the background of the study, formulation of the research problems, the purpose of the study, the significance of the study, and the definition of key terms.

A. Background of the Study

In teaching English, the first, basic and very important things to do is teaching vocabulary. Vocabulary is a basic component that is very important to be learnt when we want to learn foreign languages. Vocabulary is important because it allows us to communicate. Mastering vocabulary determines the success in learning English. When students have a lot of vocabularies, they will be easy to learn English. Teacher has to make the students understand about what we will teach about. Teacher should make students understand about what are the meanings of the vocabularies which teacher uses in teaching and learning process. Teaching vocabulary is such an important task in teaching English because vocabulary achievement is related to all language learning and it is of concern to all four language skills. Without vocabularies, teacher cannot teach their students about speaking, writing, reading, and listening skills. The students cannot understand, write, read, and speak if they do not know the vocabulary. Wilkins in Thornbury (2002:13) states that someone can be conveyed very little ideas without grammar, but nothing can be conveyed

without vocabulary. When students comprehend about grammar and having good mastery on it, what will they do when they do not comprehend the vocabulary which they will use to communicate? So that although students mastering grammar, without mastering vocabulary, it means that they cannot do four skills above.

Teaching English vocabulary is so different from teaching Indonesian language, not only in the meaning but also in pronouncing the words. Teachers should be patient and give more attention for the students because the students need the teachers' attention in the teaching and learning process. In teaching vocabulary for young learners, the teachers should facilitate the students to master vocabulary.

Based on the researcher's observation through conducting preliminary study during English teaching and learning activity at the second grade at MTs Assyafi'iyah Gondang Tulungagung, the researcher found that many students of second grade at MTs Assyafi'iyah Gondang had difficulties in learning English. It was proved by the result when the researcher conducted her PPL in there, she found that there were some problems in mastering vocabulary. First, many students can not express words well because they have difficulties in remembering the meaning of words, made them bored in learning it in the class. Second, the students do not understand about the meaning of words that the teacher says and they mostly found the difficulties on how to enrich their vocabulary meaning. Third, the students still ask the teacher to find the meaning of the vocabulary which they do not know. Even, they are lazy to

open their dictionary to find the meaning and only ask the teacher. It makes the researcher felt worry about their vocabulary mastery. Those problems must be solved, because it can be the difficulties for the students to continue the next grade. The students will have low motivation in learning English because they feel English is difficult.

In addition, to solve the problems above, there are some strategies that can be used in teaching vocabulary for young learners especially in this case is for junior high school students. One of teaching strategies that will motivate students in learning English is by using the suitable strategy such as game. Besides, there are so many ways to improve students' vocabulary. It can be done by using traditional ways, that is dictionary. When the students feel that the vocabulary is strange, they have to search the meaning in the dictionary. It is very time-consuming since students have to spend their time to look for the meaning in the dictionary and sometimes they find the wrong meaning because they do not know the part of speech of the vocabulary. Now, we can use modern ways, that is picture, pantomim, flashcards, etc. Nation in Cameron (2001:85) states some basic technique that can be used by teacher in explaining new words:

1. By demonstration or pictures (using an object, using a cut-out figure, using gesture, performing an action, photographs, drawing, or diagrams)

2. By verbal explanation (analytical definition, putting the new word in defining context, and translating into another language)

It can be an alternative ways that we can create the new media or technique to improve students' vocabulary. We can use snake word game, like Delmayanti does in her journal *Teaching Vocabulary to Junior High School Students Through Snake-Word Game* (Journal of English Language Teaching, Vol. 1 No. 3, Juni 2013, Serie A). The alternative ways that the researcher wants to conduct is *Charades*. Based on Cambridge Advanced Learner's Dictionary, *Charades* is a team game in which each member tries to communicate to the others a particular word or phrase that they have been given, by expressing each syllable or word using silent actions. It can attract students' attention and confidence because they have to perform it by themselves. Based on a journal from Dhika Lomita Rafinggi entitled *Teaching Vocabulary by Using Charades Technique for Young Learners* (Journal, STKIP PGRI West Sumatra), *Charades* is reputed can be used in increasing students' vocabulary for young learners. Students will be easier to remember the words because they will remember how they act the verbs, how their friends act it. It makes some sense to be remembered easily. In addition, *Charades* helps students learn to express their feeling and understand the feeling of others.

Due to the reason above, the researcher decides to conduct a research to teach vocabulary in second grade students entitled Improving Students' Vocabulary Mastery by Using *Charades* (A Classroom Action Research at Second Grade of MTs Assyafi'iyah Gondang in the Academic Year of 2015/2016).

B. Formulation of the Research Problem

In line with the background of the study above, the researcher formulates the research problems are:

1. How is the implementation of *Charades* in improving students' vocabulary mastery at second grade of MTs Assyafi'iyah Gondang Tulungagung in the academic year of 2015/2016?

2. What is the improvement of students' vocabulary mastery at second grade of MTs Assyafi'iyah Gondang Tulungagung in the academic year of 2015/2016 after being taught by using *Charades*?

C. The Purpose of the Study

The purpose of this Classroom Action Research study based on the research problems above are:

1. To describe the implementation of *Charades* in improving students' vocabulary mastery at second grade of MTs Assyafi'iyah Gondang Tulungagung in the academic year of 2015/2016.

2. To find out the improvement of students' vocabulary mastery at second grade of MTs Assyafi'iyah Gondang Tulungagung in the academic year of 2015/2016 after being taught by using *Charades*.

D. Significance of the Study

The study is expected to have contributions to:

1. The teacher

The result of this research is expected to help teacher to find out the alternative way of teaching and improving vocabulary and to produce the knowledge for their class to improve their teaching and learning process.

2. The students

This research can be used to improve the students' mastery in vocabulary, and it may guide them to memorize and overcome their difficulties in understand vocabulary. It will make students enjoy and feel relax in learning English without feel stressed that they have to memorize the meaning of the vocabulary.

3. The future researcher

This research is expected to give a new knowledge of the future researcher to do better research of the same teaching and learning cases, it can be one of references to conduct a study about the same topic so the future researcher can make their studies more complete.

E. Definition of Key Terms

1. Improving:

make something better than before. Make something having an increasing or development.

2. Vocabulary:

all the words known and used by a particular person, all the words which exist in a particular language or subject. Every word that should be known when somebody will learn about a language.

3. Mastery:

great skill or knowledge, or it can be conclude as comprehend or higher than understand something.

4. Charades:

is a team game in which each member tries to communicate to the others a particular word or phrase that they have been given, by expressing each syllable or word using silent actions.

5. Improvement:

process of becoming or making something better. A process where there is an increasing from lower into higher, worse into better, etc.