

CHAPTER I

INTRODUCTION

This chapter presents background of the study research problem, research objective, significant of the study, scope and limitation, hypothesis, definition of key term and organization of study.

A. Background of Study

English is one the languages in the world used by many people in a lot of countries. It is also recognized as the main language for communication with other people from different countries and cultures. Due to the importance of English as an international language, many people try to learn and master it as soon as possible so that they will not find any difficulties in communicating with others especially coming from abroad.

English consists of four basic skills that students must master. There are speaking, writing, reading and listening. To master speaking, writing, reading and listening students must master many vocabularies. The teacher should be able to create an interesting method and technique in order to obtain a good result and avoid the student. Besides, the students can be more interest to develop their vocabulary.

Vocabulary is the central of language teaching and learning. It plays an important role in the four language skill. It gives contribution to the learners to perform or practice their skill better. It means that by mastering the vocabulary, the learners will be able to produce so many sentences easily either in spoken or written one. It is impossible for the learners to perform their English well if their vocabulary is good. Therefore, vocabulary mastery must be on the first priority in English language learning and teaching. Without mastering the vocabulary, the learners will be difficult to master the other language skill. Only with a sufficient vocabulary, learners can effectively express their ideas both in oral and written forms. Thus, they should have good ideas on how to expand their vocabulary so that they can improve their interest in learning the language.

Teacher has some method to teach vocabulary. According to Oxford Dictionary (2008:495) vocabulary are all the words that a person know or uses. In process communication, students have to know the words in context. Vocabulary is very important for every learner who wants to master English. The learner will find difficulty to master English if their vocabulary is less. It implies that the learners must have sufficient vocabulary to support their effort to master English.

Language has some words to complete sentences so that human can communication well. According to Nunan (1999:101) vocabulary is more than lists of target language words. To make the students easier learn English, they need vocabularies. If they have rich vocabularies, it can help them easier in learning process.

In this research, the researcher choosing vocabulary because vocabulary is the most important things in learning English, because vocabulary will give impact when we learn the skills and the other components. According to Richard and Reanandya (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. Vocabulary is helpful the learner to learn four skills. In learning English, mastering vocabulary is much needed. Getting information from all of the mass media or anything else is very important especially for the students. It can assist them to understand the knowledge. The students are expected to master vocabulary because most of the information that they need use English so that the students must have many vocabularies to know what the information talk about. By mastering vocabulary well, the students will be able to master the English skills which include listening, speaking, reading and writing.

According to Harmer (2007:229) teaching vocabulary this is a major part of the teacher's art. Student need to see words in context to see how they are used. In other words, any kind of strategy used to achieve the goal of vocabulary mastery should be provided properly by all language teachers.

To make the students interested in learning English, especially vocabulary we need to use teaching method like games. According to Oxford dictionary (2008:181) games is form of play or sport with rules. The use of games is a way to make the lessons more interesting, enjoyable and effective. So, the learners can playing and learning.

Games usually need media. Also, in teaching vocabulary need method to make students more interested. As a teacher, it is necessary to find new teaching method overcome the problem and motivate the students. The problems are a minimum of student's vocabulary and lack of interest in students towards English. Using Born to Shop Game in learning English can help the students toward their English vocabularies. This is the way the researcher used as a media to solved or found the students' improvement of the vocabulary in the class. Born to the Shop Game is one tool that can help students' visual reflection of the object to show the meaning of the right vocabulary.

B. Research Problem

Based on the background of the study above, this research focuses of the study are as follows:

1. How is the students' vocabulary mastery before being taught using Born to the Shop game of the seventh grade at SMPN 2 Sumbergempol Tulungagung?
2. How is the students' vocabulary mastery after being taught using Born to the Shop game of the seventh grade at SMPN 2 Sumbergempol Tulungagung?
3. Is there any significant difference of students' vocabulary mastery before and after being taught using Born to the Shop Game?

C. Research Objective

1. To know the students' vocabulary mastery before being taught using "Born to the Shop Game".
2. To know the students' vocabulary mastery after being taught using "Born to the Shop Game".
3. To know whether there is significance difference in students' vocabulary mastery before and after being taught using "Born to the Shop Game".

D. Significance of the Study

The researcher hopes this research be useful for:

1. The students

By using Born to the Shop Game (pictures) toward students' ability in vocabulary, students will be easy to memorable and enjoy when they do this game.

2. The teacher

Teacher can use Born to the Shop Game as interesting media to teach vocabulary. By the interesting media students get more spirit from the teacher explanation or game.

3. The researcher

To other researcher, this research is not perfect yet. It is suggested to conduct further research on similar area by improving the methodology or to use it as a reference to conduct a further research related with Born to the Shop Game in difference area of teaching.

E. Scope and Delimitation of the Study

This research is conducted at SMPN 2 Sumbergempol Tulungagung. The scope of this research is using Born to the Shop Game toward students' vocabulary. In this study, the researcher take subject at VII A class of SMPN Sumbergempol Tulungagung. It consists of 15 females and 11 males. This media is to know the significant influence of the student vocabulary achievement by using Born to Shop Game.

F. Hypothesis

There are two kinds of hypothesis; they are null hypothesis (Ho) and alternative hypothesis (Ha).

a. Alternative Hypothesis (Ha)

There is significant difference between students' vocabulary mastery after taught using "Born to Shop Game" and before taught using "Born to the Shop Game".

b. Null Hypothesis (Ho)

There is no significant difference between students' vocabulary mastery after taught using "Born to the Shop Game" and before taught using "Born to Shop Game".

G. Definition of Key Terms

In definition of key term the researcher explain the meaning of some word.

The researcher gives some key term they are, as follows:

1. *Effectiveness*

According to <http://www.businessdictionary.com/definition/effectiveness.html> effectiveness determined without reference to cost and, whereas efficiency means “doing the thing right,” effectiveness means “doing the right thing”. In this research the effectiveness of picture media to improve vocabulary.

2. *Vocabulary*

Vocabulary is more than list or words that use the learners. This is one of the language components that need the learners when learning English. If the students have rich vocabulary, they will be easy to use English.

3. *Born to the Shop Game*

Born to Shop Game is a game which is done by selecting (purchase) of items which is necessary to match the needs. “Shop” here means to buy the necessary items to be matched to the needs. This game requires a basket for shopping. The shopping list which must be purchased in accordance with the instructions provided.

H. Organization of Study

This study arranged systematically consisting of five chapter. They are:

1. Chapter I: Introduction: it consists of background of the study, research problem, research objective, significant of the study, scope and the limitation, hypothesis, definition of key term and organization of study.
2. Chapter II: Review of Related Literature: It consists of definition of vocabulary, kinds of vocabulary, types of vocabulary, teaching vocabulary, learning vocabulary, definition of media, kind of media, game, Born to the Shop Game (Pictures) and previous study.
3. Chapter III: Research Methodology: It presents research methodology: it presents research design, setting and subject of study, population and sample, variable data and data source, data collecting method and instrument, technique of data analysis, and hypothesis analysis.
4. Chapter IV: Research Finding and Discussion: It presents the data findings of the research, covering description data, hypothesis testing, and discussion.
5. Chapter V: Conclusions and Suggestions: It presents the conclusion and suggestion on the implementation of using Born to the Shop Game to improve students' vocabulary.