CHAPTER I

INTRODUCTION

In this chapter the researcher present background of the study, formulation of the researchproblem, objective of the study, significance of the study, and definition of thekey terms, organization of study.

A. Background of the Study

Language is one of the important tools to communicate with others. People can communicate each other and express their ideas and emotions. Language is verbal behavior that usually people use to communicate with other people around them. In addition, it is one of the tools to do some interactions and give response to someone (Harmer, 2007:21). In other words, language as social institution, as verbal practice, as reflexive practice, as medium of classroom, communication, and also as school subject. Languages which are often used as a means of communication are English. It becomes the dominant language around the world, and now more and more people use English as an interactional language.

In the Indonesianlanguage, it is not regarded as a second language but English is a foreign language. English is also referred to as the target language, it should be taught in schools to teach the Indonesian curriculum now. Therefore, students are expected to improve their abilities in English.

The importance ofthe English, ismakingeducational institutionsbegin to introducethe English languagefromthe earliestlevel that is in elementary school,

because atthe level ofelementary school,childrenhave theimaginationandinterest insomething new.In the teaching and learning vocabulary, it is often considered as the most difficult because the students are asked to memorize many vocabulary, in this case memorizing vocabulary is became burden for the students and sometimes they just remember the word without remembering the meaning of words, they did not know how the written form of the words, and the problems also happen when they cannot pronounce the vocabulary correctly.

Unfortunately, many facts prove that there are some problems found in the field when the teachers asks the students to answer the question that given by the teacher, or doing exercises. Students sometimes still find it is difficult to answer or feel lazy to do the exercise because they have not fully know the meaning of a word or just memorize the vocabulary without knowing the meaning.

As well as when the teacher asks students to stand up in front of class, do the conversation activity with another friend, the problem face here that they are just remembering the word without knowing the meaning. The quality of person's ability to speak depends on quality and quantity of their own vocabularies, if they have many vocabularies, the possibility to master the language skill is higher. It can be said that vocabulary is the basic thing that must be owned in language teaching.

To know the problems faced by students in the fourth grade in understanding new vocabulary at SDN 1 Salamrejo by observation on May 30, 2014, obtain the necessary data. Teaching English in elementary school only as complement. They do not consider the important of English teaching in the

elementary school. They underestimate English. So every teacher who is not competence in teaching English can teach it. Consequently, there will be many misunderstandings or error in teaching English. Teachers' competence is much needed. Teachers have important role because they will bring the students to the likeness and consistency in learning English as second language.

Young learners mean the learners or students are still young with their specially their age are about six years to thirteen years, It also called by school age.Improving students 'ability in mastering the English teachers have to think how to make students' mastery of the English for their own purposes. There are so many approaches, methods and techniques that can be used by teachers. One of the techniques used by teachers to improve students' skills in English is a game. Through the game there are so many advantages for students and teachers in learning. Students may be more motivated and challenged. Games provide language practice in the various skills of speaking, listening, writing and reading. This game also encourages students to interact and communicate.

To master vocabulary, however is not easy to students of elementary school because they cannot remember words by word quickly and easily. Moreover, the students of elementary school are forgetful. So that the teacher need new technique and material in order to improve students vocabulary. One of the techniques is a game, especially guessing game.

This study examined students master vocabulary through games because the game has been shown to have advantages and effectiveness in learning vocabulary in a variety of ways. Kim, (1995:35) Say that there are many

advantages of using games in the classroom: Games are a welcome break from the usual routine of the language class. They are motivating and challenging. Learning a language requires a great deal of effort. Games help students to make and sustain the effort of learning. Games provide language practice in the various skills- speaking, writing, listening and reading. They encourage students to interact and communicate. They create a meaningful context for language use.

Therefore, the role of games in teaching and learning vocabulary can not be denied. However, to achieve the most important of the vocabulary games, it is vital that suitable chosen game. Each time the game should be done, the number of students, proficiency level, cultural context, timing, learning topics, and classroom settings are factors that must be considered.

One of the goals of teaching Vocabulary is to improve the students were Able to understand English words that they find in their environment. In fact, Often students find problems in the study of words. So teachers need to pay more attention to the transfer of the vocabulary is Easier to understand and more fun to learn, the teacher can use a guessing game as a technique to make students more active. To do this hard work, the teacher hopes to have integrity in teaching by using all kinds of props that already exist in their environment.

Based on the explanation above, the researcher wants to conduct a research entitled **"The Use of Guessing Game to Improve the Fourth Grade Students' Vocabulary Ability of SDN 1 SalamrejoAcademic Year of 2013-2014".**

B. Formulation of the Research Problem

Based on the background of the study above, the writer wants to identify the students' problems related to their vocabulary mastery. The main problem of this study is " How can the use of guessing game improve the fourth grade students' vocabulary ability of SDN 1 Salamrejo Academic Year of 2013-2014.

C. Objective of the study

Based on the problem of the research above, the objectives in this research are : "To find out how guessing game can improve the fourth grade students' vocabulary ability of SDN 1 SalamrejoAcademic Year of 2013-2014.

D. Significance of the study

The findings of this study are expected to give contribution for the teachers, the students and other researcher.

1. The Teachers

Through the implementation of this classroom action research, teachers know the vocabulary learning techniques are varied, so that the problems that were found during the learning process can be overcome.

2. The Students

The results of this study are very useful for students to improve vocabulary mastery without realizing it, because they are able to learn while playing games and play in the learning process.

3. Other research

The results of this study can be used as a reference in future research to test the effectiveness of the Guessing Game in improving vocabulary mastery.

E. Definition of the Key Terms

Some words that are used in this study become key words. In order to have a better understanding and to avoid misinterpretation about the terms used in this study, they are:

Vocabulary : list of words with their meaning, esp in a book for learning a foreign language. Barnhart (2008:697) Vocabulary is: 1. Stock of words used by a person, class of people, profession, etc, 2. A collection or list of words, usually in alphabetical order and defined.

A guessing game is a game in which the object is to guess some kind of information, such as a word, a phrase, a title, or the location of an object.

F. Organization of study

The organization of study are, chapter I consists background of the study, formulation of the researchproblem, objective of the study, significance of the study, and definition of thekey terms and organization of the study. Chapter II deal with Definition of vocabulary, Types of Vocabulary, The Kinds of Vocabulary, Teaching vocabulary for Young Leaner, Games for teaching vocabulary, Guessing Game Technique, The process of guessing game, Testing Vocabulary. Chapter III concerns about research design,setting and subject of

study, procedure of the study, preliminary study, research procedure, data collection method, and data analysis. The design of cycle covers planning, acting, observing, and reflecting implemented in the first or next cycle. Chapter IV consist of findings and discussion. Chapter V consists conclusion and suggestion.