

CHAPTER I

INTRODUCTION

The chapter divides into six parts. They are background of the research, statement of the problem, objective of the research, significance of the research, scope of the research and operational definition.

1.1 Background of the Research

Vocabulary is knowledge of words and word's meaning. To be able use English, students have to know English vocabulary before they learn other English aspects: grammar and pronunciation, as Wilkins (in Thornbury 2002) notes "Without grammar very little can be conveyed, without vocabulary nothing can be conveyed". So, learning English vocabulary has become the most important thing for English students.

However, without have vocabulary sufficiently, students cannot communicate effectively. Having limited vocabulary is also make children difficult to learning four skills of language. According to Lehr (2004), vocabulary defined as knowledge of words and word meanings. As vocabulary becomes the key aspect in learning English, it should be introduced through interesting ways.

Based on silabus in MTs Tarbiyatul Islamiyah Raci Pati, students have to identify and mention some vocabulary from descriptive text. But, many students were still lack to identify and mention some vocabulary from descriptive text. It happened due to the students lack participation and attention in English learning. That condition happened because the teacher used memorizing in learning process, and read the vocabulary then the students listen. This made them feel bored. So, they needed new technique that can make them feel interested. Therefore, the researcher

tried to use Miming Game in teaching vocabulary to make students of MTs Tarbiyatul Islamiyah Raci Pati master vocabulary.

There are some reasons why the researcher decided to do the research about teaching vocabulary by using Miming Game. The first, game is one of interesting



way. Through games students feel more interesting when they learn vocabulary. Thus, it is important to give game in teaching. It's according to Rixon, "Games help students revise vocabulary and recalling something that happened in a game may help a student remember the language connected with it" (1992: 82). The second, one type of game that used for learning vocabulary is Miming game. Miming Game is the most appropriate guessing game that applied in classroom. According to Pinter and Doff (as cited in Hartani 2012), one of the most effective guessing game is miming game where one child comes forward after the teacher secretly gives him a word, phrase or sentence and mimes an activity and his group or the whole class try to guess what he really means.

Miming Game used to solve the students' vocabulary problem especially for their vocabulary in descriptive animal. It is because in junior high school, students still need interesting technique in their learning. Researcher thought if they feel interesting with their technique learning, students' can improve their achievement. One of interesting technique that usually used for learning process is game. In this research, she tried to use Miming Game because she wanted to know about the students' vocabulary in animal descriptive text. Miming Game is one of guessing game that used to describe something without speaking.

Based on the description, the researcher conducted a research entitled "using Miming Game to teach vocabulary of the seventh grade students of MTs Tarbiyatul Islamiyah Raci Pati in 2018/2019 academic year".

1.2 Statement of Problem

Based on the background of the research, the researcher stated as follows:
“Is there any significant difference of vocabulary mastery of the seventh grade students of MTs Tarbiyatul Islamiyah Raci Pati in 2018/2019 academic year before and after being taught by using Miming Game?”

1.3 Objective of the Research

Based on the statement of problem, the objective of the research can be stated as follows: To know the significant difference of vocabulary mastery of the seventh grade students of MTs Tarbiyatul Islamiyah Raci Pati in 2018/2019 academic year before and after being taught by using Miming Game.

1.4 Significance of the Research

Hopefully this study has some advantages for the teachers, students, and also reader:

1. For teachers

They get new technique that more comfortable and enjoy to teach the students. It is very useful to the teachers in teaching learning to be more creative and interesting.

2. For students

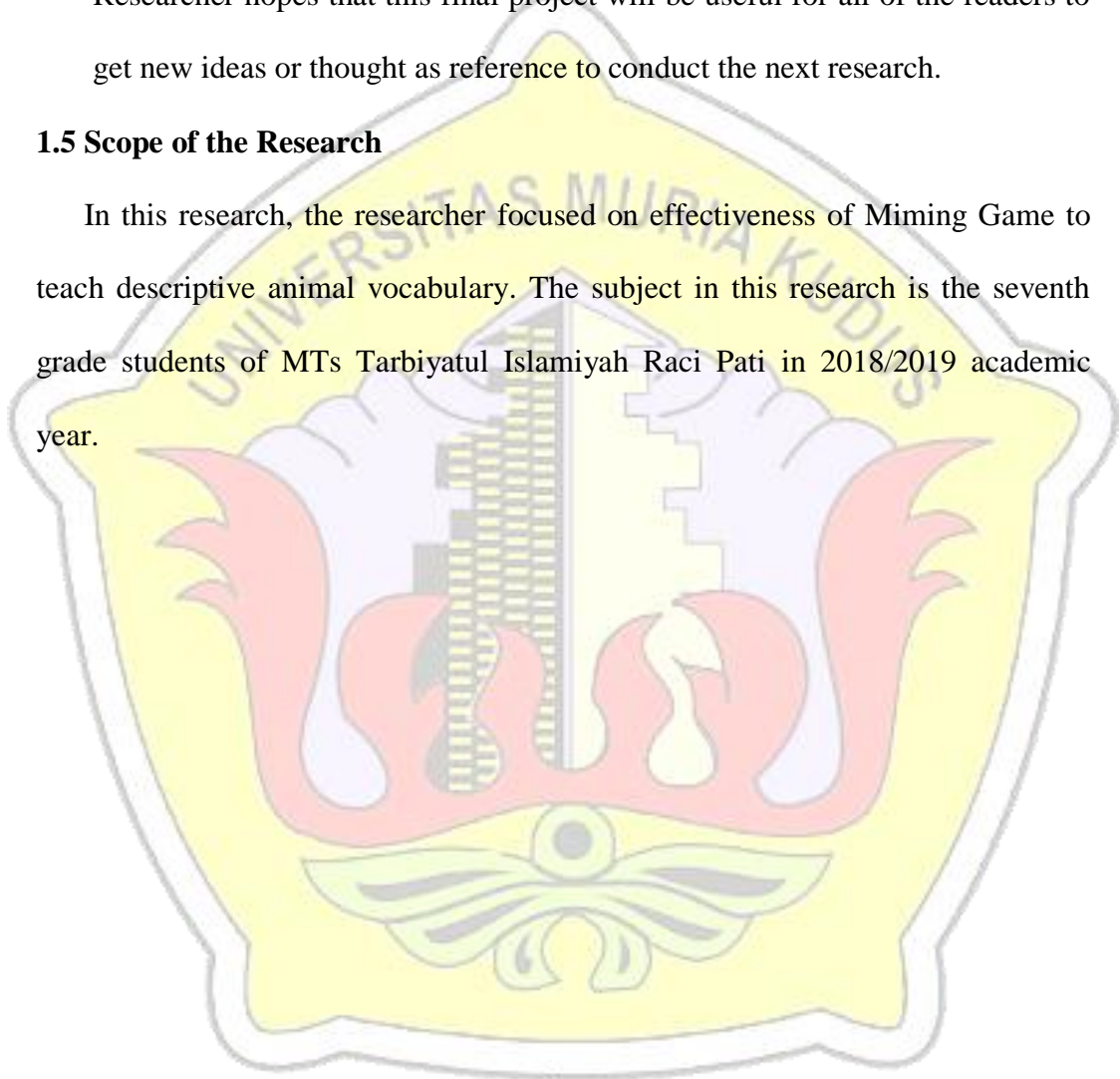
They are the subject of teaching and learning. By using Miming Game, when they learn vocabulary more effective, and they will be confident. Hopefully the students more feel enjoy and active when learn vocabulary.

3. For readers

Researcher hopes that this final project will be useful for all of the readers to get new ideas or thought as reference to conduct the next research.

1.5 Scope of the Research

In this research, the researcher focused on effectiveness of Miming Game to teach descriptive animal vocabulary. The subject in this research is the seventh grade students of MTs Tarbiyatul Islamiyah Raci Pati in 2018/2019 academic year.



1.6 Operational Definition

In this part the researcher gave some definition which is to clarify strongly.

Those are:

1. Miming Game

Miming Game is the art or technique of potraying a character, mood, idea, or narration by gestures and body movements; pantomime.

2. Vocabulary

Vocabulary is knowledge of words and word's meaning. For this research focused on animal vocabulary in descriptive text.

3. The seventh grade students of MTs Tarbiyatul Islamiyah Raci Pati

The seventh grade students of MTs Tarbiyatul Islamiyah Raci Pati is students who are studying in the seventh grade students of MTs Tarbiyatul Islamiyah Raci Pati in 2018/2019 academic year.

