

CHAPTER 1

INTRODUCTION

This chapter discusses about background of the research, statements of the problem, objective of research, significance of the research, scope of the research and operational definition.

1.1 Background of the Research

Vocabulary as one of English component is very important to learn. Richard (2005: 5) says that vocabulary is a core component of listening, speaking, reading, and writing. According to McCarthy (1990) vocabulary is the biggest component of any language development. Then, teaching and learning of new vocabulary is a challenging process for both students and teachers. English Vocabulary as one of the language skill elements has an important role for students in learning foreign languages. Cameron (2001) argues that words are important to develop children's skill and knowledge and building up useful words to young learners is fundamental to foreign language learning at primary level.

The mastery of vocabulary is related to the ability of students in obtaining the vocabulary. It means the students who learn English as a foreign language have to comprehend the meaning of the words because it is the point to them to understand what they listen and read and also to get the goal of communication with other people.

The teacher in SMAN 3 Pati used some modern game to teach English Vocabulary but the teacher still must think the appropriate game to teach English Vocabulary. Because of the impact in every game is different. Some student still confused about the meaning vocabulary if the teacher ask them.

In teaching English, choosing a game that suits the needs of students is very beneficial. The teacher should apply the interesting game in the classroom so that the students can understand well and faster about what they are learning. Rixon (1981) stated that understanding games will help teachers in finding and creating games that make their students learn while they play.

Halliwell (1991) argued that due to the creative language skill young learners bring into the classroom, teachers have to provide them with a communicative atmosphere where they could express themselves.

Solina (2011) also conducted a study on the teaching vocabulary focusing using picture game (*The Effectiveness of Using Colorful Picture in Teaching Vocabulary to the Young Learners*). The other research was conducted by Nugroho (2013) entitled “English Teacher’s spoken Instruction in ELF Young Learner’s Classroom: A Descriptive study of the 7th Grade Students of SMP Kstatrian 1 Semarang in Academic Year 2013/2014”. The results of that study were first, The English Teacher used ten game in giving direct Instruction, mostly was imperative pattern. Third, the game that used were successfully applied. Fourth, spoken instruction gave many benefits for the students.

Based on the description above, the researcher done to compose a research entitled “Teacher’s game to teach vocabulary”.

1.2 Statement of the Problem

1. What game are used by teachers in teaching English vocabulary of the Second Grade of SMAN 3 PATI?
2. How are the game used in teacher to teach English Vocabulary of the Second Grade of SMAN 3 PATI?

1.3 Objective of the Research

These are some aims to be reached in examining the title above:

1. To find out the teachers' game in teaching English vocabulary of the Second Grade of SMAN 3 PATI.
2. To describe the game used in teaching English vocabulary of the Second Grade of SMAN 3 PATI.

1.4 Significance of the Research

The researcher hopes, the finding of this study will be useful for:

1. For the English Teachers

The teacher can find the appropriate game for teaching English vocabulary to the students.

2. For the students

Students can refer to problem of their vocabulary with the game used by the teacher to teach English vocabulary.

3. For the School

The school can use it as an input for the improvement of science related to teaching and learning the English language, especially English vocabulary.

4. For the next Researcher

The result of the study will answer those research questions which are the basis of research.

1.5 Scope of the research

The research is focused on the teacher game to teach English vocabulary and how are the steps of teaching from the strategies used in second grade of SMA N 3 Pati in academic year 2019/2020. The teacher choose Analytical Exposition Text to teach English Vocabulary.

1.6 Operational definition

Based on the title of the research, the researcher defines the operational definition as follows:

1. Teacher strategy is the strategy used by the teacher to help students to learn vocabulary.
2. Teaching Vocabulary is a crucial aspect in learning a language as languages are based on words.
3. Teacher who teach in second grade of SMA Negeri 3 Pati in Academic Year 2019/2020.

