CHAPTER I

INTRODUCTION

A. Background

Language is a system of arbitrary conventionalized, vocal, written and gestural symbols that enable members of a given community intelligibly with one another. Nowadays language as a tool of communication and social control. Without language we cannot communicate, express our feeling and share with other people around the world.

English is a one of international language is used in many countries over the world including Indonesia. In Indonesia, English is the first foreign language which has played important roles in the development of Indonesia. It used as a means of communication when Indonesia want to operate with other countries. It is also used as a national development. It is apparent that English in Indonesia is very important.

In Indonesia, English as a foreign language is important to develop science, technology, culture and communication with other nations in the world. English is also one of important lessons that should be taught to the students. It needs to be introduced since childhood starting from elementary school until in the university as a specific major. Moreover, English is as a requirement to be graduated from the junior and senior high school. Besides in developing era with

¹ H. douglas Brown, *Principle of Language Learning Teaching* (New York: Person Education, 2005), 5.

the development of internet and technology, English is widely used. Thus, mastering English is very important for learners.

As the most important foreign language in Indonesia, English become one of the compulsory subject taught in education institute. English is also considered as a difficult subject for the Indonesian students, because English is completely different from Indonesian language being look at from the system of structure, pronunciation and vocabulary. The government always made effort to improve the quality of English teaching. By improving the teachers' quality and other components involved in educational process, the English teaching in Indonesia improved time to time.

Based on the KTSP curriculum, English at elementary school is regarded as a local content course of study.² It is means that teacher introduces English as a new lesson. Most of the materials of English in the Elementary school are vocabulary. With vocabulary, the students will be able to communicate in English. So that, the mastery of vocabulary is very important since it is essential in conducting communication.

Vocabulary is one of the most important language components, which has to be mastered and acquired by the students in learning a new language. By learning vocabulary first, the students will be able to communicate in English. Whenever we want to communicate with other people using a language, we should have mastered a stock of words related to the topic. It is true, however,

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² Karsidi, *Model Kurikulum Tingkat Satuan Pendidikan(KTSP)SD dan MI*(Solo: PT Tiga Serangkai Mandiri,2007),14.

that whenever we think of language and language learning, we usually think of mastering the vocabulary. Experienced English teacher knows very well how important vocabulary is.

The role of English teachers in elementary school is very important because they have the task to give the basic introduction of the first foreign language. Later, the students' preference over the English lesson will depend on how the teachers teach. The teachers, in this case, have got a challenging task to motivate them.

Teaching English to children, in this case is the elementary school student, should be different from adult. Young learners especially those up to the ages of nine to ten learn differently from older learners, adolescents, and adults. They easily get bored, losing interest after ten minutes or so.³

Teaching English to the fourth grade students of elementary school means teaching the children at the age between nine and eleven years old. From this group (9-11), teacher can point out certain characteristics that he would be aware of and take into account in his teaching. In teaching English to children, the teacher plays important role since he has to be able to set students interest and motivation in learning English. Teacher of this level need to plan a range of activities for a given time period, and be flexible enough to move on to the next exercises when they see his students are getting bored. In order to make the teaching English in elementary school to be successful, it should be considered some factors such as the quality of the teachers, students' interest, motivation, etc

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³ Jeremy Harmer, the Practice of English Language Teaching (New York: Longman, 2001), 38.

which are involved together in teaching and learning process. Besides that, there are other important factors, they are teaching technique and teaching media which play important role.

In this research, researches focuses on the students on fourth grade at MI Islamiyah Sukodono. Because the students' achievement of English subject in there is less. It is found in MI Islamiyah Sukodono that the teacher have some problem in teaching learning process. For example, the students are bored, afraid to learn, and still passive in the English class. It makes the students properly, the students will not enjoy their learning consequently, the teaching learning will fail.

I looked that teacher of English subject on fourth grade at MI Islamiyah Sukodono still use conventional methods, the teacher only translates the words just monotone, so the students will easy to get bored and they will say that English is difficult. So, the teacher must be able to use strategies and technique in teaching and learning process.

Game is the one of technique in teaching vocabulary. It is an activity with rules, a goals and an element of fun.⁴ It can give enjoyment in teaching and learning process between teacher and students. It is also such a great way to encourage the whole students in the class to work. There are two kinds of games, such as; competitive and cooperative games. Competitive games is the game in which players or teams race to be the first towards the goal while cooperative games is the game in which players or teams work together towards a common goal.

⁴ Jill Hadfield, *Elementary Vocabulary Games*(Addison Wesley Longman, 1998), 4

In this study, the writer will focus on teaching English vocabulary considering that vocabulary constitutes the knowledge of meaning which is one of the components of language. Studying a language cannot be separated from studying vocabulary. It is very essential to improve the four language skills that are very useful in conducting communication and studying other language. By learning vocabulary first, learners will be able to communicate in English.

This study will present a vocabulary teaching strategy to elementary school students. In which it is going to be very pleasant and interesting for young learners. The teaching strategy is about "The Use of Alphabet Games to improve Vocabulary skill in Fourth Grade students of MI Islamiyah Sukodono" conducted within a set of rules in the objectives.

The writer chooses elementary school because English is taught as a local content course of study. Here, the writer focuses on vocabulary teaching since vocabulary is one of the basic components in teaching and learning English. The important task is, the teacher should be able to motivate the students to learn and pay attention to the material, which the teacher presents, so they will not get bored. Teaching medium is one of the components involved in teaching learning processes. If we analyze the English curriculum for elementary school, it is suggested that the teachers should use teaching media to support the presentation of the material in the classroom.

By using the Alphabet Games, it is hoped that the teacher will be able to motivate them to learn and pay attention to the material presented by the teacher, and finally, they are able to master English well.

B. Research Question

- 1. How is the criteria of pre test and pos test score of Vocabulary skill in Fourth Grade Students of MI Islamiyah Sukodono?
- 2. Can the Alphabet game improve Vocabulary skill in Fourth Grade Students of MI Islamiyah Sukodono?

C. Hypothesis

Hypothesis is the basis belief of researcher which enables him or her to carry out the research. It is provisional truth determined by researcher that should be tested and proved.⁵

In this research, the hypothesis can be stated as followed:

Ha: The Alphabet games can improve Vocabulary skill in Fourth Grade Students of MI Islamiyah Sukodono.

Ho: The Alphabet games can't improve Vocabulary skill in Fourth Grade Students of MI Islamiyah Sukodono.

⁵Suharsimi Arikunto, *Procedur Penelitian Suatu Pendekatan Praktik*(Jakarta:PT Rineka Cipta, 2010),116.

D. Objectives Of The Study

The objective of the study is based on the statement of the problem above there are:

- To know the criteria of pre test and post test score of Students'
 Vocabulary in Fourth Grade of MI Islamiyah.
- 2. To know the improving students' vocabulary of fourth grade of MI Islamiyah Sukodono after being taught by using alphabet game.

E. Significant Of The Study

This research is significance for the following reasons:

1. Students

The result of this research is expected to produce a good result in teaching and learning process especially for vocabulary ability when it is well applied by the teacher. Furthermore, it is expected that using games like as alphabet game will give a positive progress for students because it can attract the students to follow learning English process without bored.

2. Teachers

Especially those who teach at MI Islamiyah Sukodono in making be motivated to learn English and teaching vocabulary. And The research gives contribution in teaching learning process. By reviewing this thesis, teachers will add reference of the strategy that can be used in teaching vocabulary. By taught using games, it is expected there will be some improvement on students' vocabulary ability future.

3. The institution of school

Alphabet game can be applied in the other classes or even the other school. Moreover, this way of creative and simple teaching is can used in teaching vocabulary anywhere. In addition, if the students achieve the good ability in vocabulary, the institution will get the prestige among the education institutions.

4. Researchers

This research will give some knowledge and experiences to the researcher in teaching learning process, especially in teaching vocabulary ability by using alphabet game.

F. Scope And Limits Of The Study

The study focuses on using Alphabet games in improving students' vocabulary mastery. The researcher uses the feature of game. It is conducted on the fourth grade of MI ISLAMIYAH Sukodono. Thus, the result of this research only generalized or applied to the target population, specifically to the fourth grade of MI ISLAMIYAH Sukodono.

G. Definition Of Key Term

Vocabulary, Alphabet game

- 1. Vocabulary: Vocabulary is one of the most important elements in a language. Many of the vocabulary in English text books have to be learned. Without it, no one can speak or understand the language.⁶ According to the oxford dictionary, vocabulary is the total of words you know in particular language.⁷ William Morris stated that vocabulary is a list of words and often phrases, usually arranged alphabetically and defined or translated. A lexicon or glossary.⁸
- 2. Alphabet game: Alphabet game is a set of games which help the students to develop their vocabulary, which is critical for comprehension. It is a one of the major milestones of early childhood education. Children must recognize letters and know their sounds before they can begin to read. Preschool and kindergarten educators spend considerable time teaching the alphabet to their students. They utilize direct instruction as well as indirect practice with games—songs—and—other classroom—activities. Games—are especially effective because they incorporate fun into the learning process.⁹

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⁶ Virgina French Allen, *Techniques in Teaching Vocabulary*(Oxford University Press, 1983), 7

⁷ AS Hornby, Oxford Advanced Learner's Dictionary (New York: Oxford University Press, 1995),1337

⁸ William Morris, *The American Heritage Onary of The English Language*(Boston: American Heritage Publishing Co. Inc),1434

⁹ Redjeki Agoestyowati, 102 English Games(Jakarta: PT Gramedia Pustaka Utama, 2008)