

# CHAPTER I

## INTRODUCTION

### 1.1 Background of The Study

As one of international languages, English become language that most of schools in this world use to teach foreign language. In Indonesia, English is considered as the first foreign language to be learned. The Indonesian government has chosen English as a foreign language to be taught in school. In formal education, English is taught from elementary school until university.

There are four skills that should be measured by students in learning English. They are listening, reading, speaking and writing. Those students should learn and comprehend. Learning English also should cover some language components. They are structure, vocabulary, spelling and pronunciation. Before student master four skills, they have to know some vocabularies to support them in learning English. This is because vocabulary is an important element in language learning. Students who have many vocabularies can understand the subjects accurately and effectively. With the limited vocabulary students will have difficulties in learning and understanding foreign language. Description of vocabulary by Richards and Renandya, (255) is as follows:

Vocabulary is a core component of language proficiency and provides much of the basis for how well learners speak, listen, read and write. Without an extensive vocabulary, learners often achieve less than their potential and may be discouraged from making use language learning opportunities around them such as listening to the English radio, listening native speakers, using the language in different context, reading, or just watching television.

Teaching English is not easy. Teachers need to master the language first. They should be able to speak, write, listen and read in English. Not only four skills, teachers also should know about grammar. Still the basic thing to learn language is vocabulary. For students whom their first language is English, study about English is not difficult. On the other hand, some teachers also think that English is difficult for students whom learn English as their second language.

Some teachers in Indonesia still use traditional ways in teaching vocabulary. The teacher uses grammatical translation methods to teach English. Teacher read the English text book then the students translate it into Indonesian language. When the students find the new difficult words they have to open a dictionary to get the meaning. It may take a long time for the students to find the meaning of words. It makes the students get bored and tired. In the fact, learning English especially to memorize vocabulary is boring for some students. Some students are lazy and unmotivated in learning English because they had low vocabulary mastery. Therefore, the teacher should teach vocabulary through enjoyable activities.

There are many techniques, method and media that can be selected by the teacher for teaching vocabulary. One of the ways to teaching strategies that can make students motivated to learn English is using the suitable strategy, such as game. Bakhsh (2016: 120) stated that “Teaching vocabulary through the use of games has become crucially important for English language learners because they sustain enjoyment and interest in learning and encourage using the language in a fearless and creative manner”. The use of game is to make the

class more exciting and interactive. Games allow students to work cooperatively. Work in stressful and more productive environment and allow students to have fun.

One of games that can improve the students' vocabulary mastery is fly swatter game. Fly swatter game is a game where the students have to get the word in the blackboard by using the teacher's instruction. This game can help students to memorize vocabulary through enjoyable activity. Ideally if the students can play many games in English their vocabulary mastery will be up. It can be seen from less vocabulary that they have memorized and they are not able to mention the meaning of simple vocabulary.

Ideally if the teacher uses many methods or media in teaching English, student will not get bored easily. Students will get so many vocabularies if they can pay more attention in teaching learning process. It can be seen from vocabulary that they can mention with the meaning without open their dictionary. Fly swatter game is one of the games that can be use in teaching vocabulary. Based on the problems and the potentials of fly swatter game, the researcher intended to use fly swatter game in teaching vocabulary. The researcher want to conduct a research with the title: **“The Use of Fly Swatter Game in Teaching Vocabulary (A Descriptive Research at the Seventh Grade Students of MTs. Roudlotul Ulum Suwawal Mlonggo in the Academic Year of 2018/2019)**

## 1.2 Statements of the Problem

In this research, there are two statements of the problem which become main discussion:

1. How is the implementation of fly swatter game in teaching vocabulary at the seventh grade of MTs. Roudlotul Ulum?
2. What are the supporting and inhibiting factors in implementation of fly swatter game?

## 1.3 Objectives of the Study

Based on the problem statements above, the objectives of study can be elaborated as follows:

1. To find out the implementation of fly swatter game in teaching vocabulary at the seventh grade of MTs. Roudlotul Ulum.
2. To find out the supporting and inhibiting factor in implementation of fly swatter game.

## 1.4 Significances of the study

The results of the study are expected to provide useful information for:

1. Theoretically
  - a. This research hopefully can give information to teach vocabulary by using suitable strategy.

- b. This research can be used as a foundation and reference for young learners who want to conduct the next research in English teaching and learning process.

## 2. Practically

### a. Teacher

The teachers are able to know the learning method and media that can be used in teaching vocabulary. The teacher also can increase the concept and choose the method of teaching and learning process. This method is effective to enrich the students' vocabulary.

### b. Students

Hopefully, the research can be useful for students, so the students can enjoy studying English by using game. This game also giving experience to the students that learn English especially vocabulary is not boring.

### c. School

Hopefully, the result of this research can give a contribution for the school in giving knowledge about method and media that can be used in teaching English.