CHAPTER I

INTRODUCTION

A. Background of the Problem

Language has a central role in the development of intellectual, social, and emotional learners and are supporting the success of the study all fields of study. Language also helps learners are able to use the ideas and feelings, participate in society, finding and using analytical and imaginative abilities that exist within him. Therefore, the school has some kind of field of language studies either Indonesian or foreign language must be taught to develop one's ability to communicate in writing or verbally.

Holy Quran, Al Hujarat verse 13:

The verse explains that Allah created human in many different nations with cultures and language. It also explains that Muslims are asked to know each other. Of course, in its process, languages are certainly needed in order to make the same understanding when communicate each other.

English is one of the lessons of foreign languages taught in schools. As an international language, the current English teaching subject content is not local but national content subjects that must be given to students when they still school. Globalisation era requires HR (Human Resources) to compete in accordance with the times. To that end, English lessons should be given / was introduced to students since early. Early stage in learning English is vocabulary. Learning vocabulary is a very important part of learning a language. The more words you know, the more you will be able to understand what you hear and read; and the better you will be able to say what you want to when speaking or writing.

The vocabulary is one important factor in mastering a language, because by mastering the vocabulary learners will be able to recite and compose a sentence properly. Syamsu Yusuf(2002:119) expressed in the language of children are required to master the four basic language development tasks, namely the development of vocabulary, stringing words, say words, and language skills including reading, writing, speaking, and listening. To achieve the goal of learning as described above, can not be separated from the medium of learning which is an integral part of the learning process.

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In KTSP (a set of plans and arrangements regarding the purpose, content and teaching materials and methods used as a guide organization of learning activities to achieve goals certain education) teachers are given the freedom to utilize a variety of learning methods and media that can arouse interest, attention, and creative learners. That's important, because the teacher serves as facilitator KTSP is expected to select instructional media used in learning. Media as a source of learning is an alternative to optimize the learning process. "According to Miarso, (1989:6) the meaning of Media is everything that can be used to deliver messages that can stimulate the thoughts, feelings, concerns and the willingness of students to learn. At first, learning media only serves as a tool for teaching teachers used are visual aids. By implementing a media strategy and good learning are expected to generate interest and motivate learners in the form of methods and approaches through the auxiliary media with phase based learning activities.

According to Gagne in (Abdul Majid, 2008:69) states that the phase within learning activities are as follows: the motivation phase, the phase of paying attention, alertness, the processing phase, the phase of feedback, reinforcement. Based on the explanation above can be concluded that the study of media need to be developed. The media used must be of media interest and in accordance with the characteristics that can motivate students to learn. Aspects of the attractiveness of this can be done by applying the techniques learned while playing. Learning through play is able to provide several advantages.

First, what is learned by learners is not only a sense of knowledge, but actually experienced in reality, the experience so hard to forget. Second, the lessons learned can be accepted in a fun, because it is associated with the nature of the game is entertaining and exhilarating.

Thus, the possibility of rejection learners to what is taught can be minimized. Third, because the game is fun, playing at once aroused great interest for students in a particular subject. Well-designed game will develop the skills of learners in a particular case, because the students love it.

The development tools are also experiencing a lot of progress the game, it is marked by so many means of a game that pops up every day with various forms of the funny, unique, and interesting. It is very supportive to realize the implementation of learning programs that use the curriculum, teachers are given the freedom to use various learning methods and media that can generate interest and motivate learners, especially in English lessons to improve vocabulary in junior high school. There are so many great games out there to teach you new words there are Boggle, Scrabble, or Catch-Phrase. In fact, students often find problems in learning the words. So it needs more teacher's attention to make the transfer of the vocabulary process easier to grasp and more fun to learn. To do this hard job, teachers are hoped to have ingenuity in teaching by using any kind of teaching aids that already exist in their environment. One of those aids is using games. The writer choose Scrabble games because by using Scrabble game that is a game to arrange the words in the English language will be easier for students

closer to the original purpose of this research is to increase students' vocabulary mastery.

Based on the fact above, it is necessary and important for anyone who concerns in teaching English to find out the effective technique to make learning vocabulary easier and more pleasant for the students. So, they will enjoy following English class. In the learning vocabulary process, students usually have problems in absorbing the new vocabulary and their meaning. Michael J. Wallace argued (1989:21) "Another teaching problem arises with words which are in the same rough area of meaning or semantic field."

To solve this problem, the writer gives an alternative technique for the teachers to enrich students' vocabulary that has connection with the area of semantic field. Why? Channel in Hedge (2000:122) argued that "Semantic links play an important role in production. This suggests the use of semantic field based on presentation method" So, the writer uses one of parts of semantic field to teach vocabulary by using hyponymy. It likes synonymy (a word similar in meaning) and antonym (a word opposite in meaning) using words relation to explain the meaning of the target word. Murcia (1991:301) said "A common way for teacher to elucidate the meaning of a target word is to relate it to another word that the students already know."

Beside that the writer has some reason why he want to using scrabble game as support tool, it's because writer have seen some phenomena about condition student at fifth grade of SDN Tambak Bitin 3 in teaching learning english process. There are:

- 1. Some students' are bored to join the class when they study English
- 2. Some students do not have dictionary to support them in learning
- 3. Some students want teaching and learning situation that relax
- 4. Some students do not have complete English notebook

Based on these phenomena, the writer is interested in carrying out the research entitled "USING SCRABBLE GAME TO INCREASE STUDENTS" MASTERY OF ENGLISH VOCABULARY AT FIFTH GRADE OF SDN TAMBAK BITIN 3 NEGARA ACADEMIC YEAR 2013/2014".

B. Reseach Questions

Does the effectiveness of using scrabble games in teaching vocabulary increase students' ability to master vocabulary?

C. Objective of the Study

The general objective of the study is to find out the effectiveness of using Scrabble games in teaching vocabulary.

D. Significance of the Study

Vocabulary is very important to improve our knowledge. It can be easier to understand what the other people say, to find all of information in whatever we read, and express our thought in speaking or writing by mastering large of vocabularies.

As the English teachers, we are supposed to smart to select and use more than one technique in order to make the lesson effective and enjoyable. "Teaching vocabulary is clearly more than presenting new words." 15 There are some ways to make this process easier, funnier, and more interactive. The result of the study is hoped to give input for the teacher that using hyponymy games can be chosen as a technique in presenting new vocabulary.

E. The Definition of Term

To avoid misunderstanding the term in this paper, it is better to describe the meaning of them.

1. Vocabulary

Vocabulary is list of words with their meaning, esp in A book for learning a foreign language. Barnhart (2008, p.697) vocabulary are:

- Stock of words used by a person, class of people, profession, etc. Reading will increase your vocabulary.
- A collection or list of words, usually in alphabetical order and defined.

2. Scrabble game

Scrabble game is a word game in which two to four players score points by forming words from individual lettered tiles on a game board marked with a 15-by-15 grid.

3. How To Play Scrabble.

The game is played 2 to 4 people with checkered game board that consists of 15 columns and 15 rows. When preparing the word, each box is filled with a single piece letter. In an official club or tournament, the game is played only two players (or, sometimes between two teams each of its members work together arrange the letters of the same shelf).