CHAPTER I

INTRODUCTION

In this chapter, the writer explains about introduction of the research. It consists of research background, research questions, research purposes, research significance, limitation of the research, and terminology. The following is the explanation of chapter I.

A. Research Background

Learning English requires a fairly long process and must start with the basic. The basic process that people has engaged is learning vocabulary. It is one of the branches of English that must be mastered by the students because itwill create an idea to express language. A language cannot be understood if the students do not know its vocabulary. So, the students will learn a language easily if they mastery in vocabulary.

Vocabulary mastery is important thing in language learning because it can help students accomplish their language learning objectives and accomplish fluency faster. The more vocabulary that students know in any language, the better students can express their language. Therefore, the students need to learn vocabulary of English as muchas possible because it plays an important part in the learning process carried out in the classroom. Although English is a foreign language in this country but it is a necessary subject in every school. Thus, the students must expand their vocabulary.

A larger vocabulary will support four English language skills, such as listening, reading, speaking, and writing. If the students have low vocabulary mastery, it will impact to these skills. First, the students can not become a good listener because in case the students have never seen or heard a specific piece of vocabulary in a second language, it will be much harder to perceive the sounds and the meaning. Second, the students will difficult to understand a text if they do not know the vocabulary used. Third, the students will difficult to express their idea, thought, feeling or event orally and written because they difficult to produce words.

Based on the explanation above, vocabulary is the most crucial element to learn because it is the foundation of a language. Thus, it is a lesson that must be learned first before getting to know other skills. However, it is not easy to learn vocabulary even though its lesson is only about words. It can be proven that many students have been studying English for a long time but still have lack of vocabulary and have low motivation to learn vocabulary. If a lack of vocabulary affects English skills, English skills that the students cannot master will affect the student's desire to learn English.

The students' desire in learning English is influenced by their ability to understand English. The more they understand a lesson, the more interesting the learning becomes. Likewise, the more they donot understand a lesson, the more boring the learning will be. It can be concluded that the foundation for understanding English is learning vocabulary.

Based on the pre-observation which conducted in SMPN 1 Kayan Hilir, the writer found that most of students at eighth grade especially the students at class VIII A were lack of vocabulary. They had low participation in learning English. They were difficult to remember vocabulary so that they did not understand about the lesson. Therefore, there are only few students were interested in learning English because it was difficult subject. Thus, the students became inactive in the classroom.

The writer decided to do this research because the problems that occurred to the eighth grade especially at class VIII A. The writer concerned about the students' vocabulary and also the learning process especially in English subject. Most of the students were inactive in the classroom when learning English because they did not understand what they were learning.

Therefore, the writer offered a teaching technique to improve students' vocabulary mastery. She would apply Anagram game to teach vocabulary because she believed that Anagram game is the technique that was interesting, fun, and easy to understand which can improve students' vocabulary mastery and make the learning process becomes interesting. So, the tittle of the research was Applying Anagram Game for Teaching Vocabulary at Eighth Grade in SMPN 1 Kayan Hilir.

B. Research Questions

The research goal is applying Anagram game for teaching vocabulary at eighth grade in SMPN 1 Kayan Hilir. The writer formulated the research questions as follows:

1. How can Anagram game improve students' vocabulary mastery at eighth grade in SMPN 1 Kayan Hilir?

2. How are the students' responses toward Anagram game for teaching vocabulary at eighth grade in SMPN 1 Kayan Hilir?

C. Research Purposes

The purposes of this research were to describe the implementation of Anagram game to improve students' vocabulary mastery and to find out students' responses toward Anagram game for teaching vocabulary at eighth grade in SMPN 1 Kayan Hilir.

D. Research Significance

The results of this research was expected to be obtained both theoretical and practical which about applying Anagram game for teaching vocabulary. As theoretical, the research provided informations about how to teach vocabulary. The writer hoped that the theories listed can be used as references in teaching vocabulary. While, as practical, the writer do hoped the research would be useful for the teachers, the students, STKIP Persada

Khatulistiwa, the school and the readers. The following is the explanation of the research significance:

1. For the teachers

     The writer hoped that the result of the research is useful to the teacher in teaching vocabulary. The teacher can use Anagram game in teaching vocabulary because the game can improve students' vocabulary mastery in the classroom activity or out of the classroom activity. This research also can be used as consideration for teachers in determining teaching techniques that appropriate with the students' interests and keep up with the times.

2. For the students

     Anagram game in this research can be imitated to improve students' vocabulary because the students need proper effort in learning vocabulary. The students can practice Anagram game both in-class activities and outside class activities to find new words and improve their vocabulary.

3. For STKIP Persada Khatulistiwa

     The result of the research can be used to add references for the researchers who will conduct the same topic of the research. It can be good enough ideas to enrich references in thesis writing.

4. For the school

The writer hoped that the result of the research is useful for school at SMPN 1 Kayan Hilir. It can give good idea for the English teachers in teaching vocabulary. Then, the technique used in teaching can invite the students' interest in learning English so their vocabulary increases.

5. For the readers

The research provided information for the readers that Anagram is a teaching technique to improve vocabulary and also it will increase the reader's knowledge about classroom action research.

E. Limitation of the Research

The limitation of the research aims to avoid the broad problems that explain in this research. Thus, the research only focused on applying Anagram game to improve students' vocabulary mastery at eighth grade in SMPN 1 Kayan Hilir especially at class VIII A and to find out the students' responses toward Anagram game for teaching vocabulary at eighth grade in SMPN 1 Kayan Hilir.

F. Terminology

In terminology, the writer explains about the terms that exist in this research. The terms of the research come from the tittle of the research. It consists of vocabulary, Anagram game, and SMPN 1 Kayan Hilir. The terms of the research are explained as follows:

1. Vocabulary

   Vocabulary refers to the collection of words which people knows such as verbs, nouns, adjectives, adverbs, prepositions, auxiliary verbs, and so on. Thus, vocabulary means every kind of words in English that people have to know. However, the writer only focused on one of vocabulary classes. One of vocabulary classes that was going to improve in the research was about noun especially objects. It based on the topic in the syllabus which about objects.

2. Anagram Game

   Anagram game is a word game that rearranges the letters from the key word into some new words. The new words is only come from the letters in the key word. The letters of the keyword can only be used once in one new word. In this case, the students have to make new nouns from the keyword given. The technique is so recommended to improve students' vocabulary mastery.

3. SMPN 1 Kayan Hilir

   SMPN 1 Kayan Hilir is located in Nanga Mau, Sintang District, West Kalimantan Province. It has eighteen classes that consist of class VII A to VII F, class VIII A to VIII F, and class IX A to IX F.