CHAPTER I

INTRODUCTION

In this chapter the researcher explains several things related to the research to be conducted. The explanation of this research includes research background, research purpose, research question, research significance, research meaning, research limitations, and terminology chose from several words in the title of this research. Furthermore, the explanation of this research can be seen as follows.

A. Research Background

English is an international language that is very important to master in order to communicate globally. Therefore, everyone is expected to master English. Mastery of English should include two skills, namely active skills and passive skills. A person is said to have active skills if he is able to use English actively for speaking and writing. Someone is said to be passive skill if he is able to master English passively to listen and to read. These four skills are important components that must be mastered in order to speak English properly. However, these four skills cannot be executed properly if vocabulary mastery is still lacking. The four skills may be important but without knowing or understanding English vocabulary it will hamper learning the four skills, because mastery of English vocabulary in learning English greatly influences the knowledge of people who want to learn English. Because in learning English without knowing about the vocabulary it makes someone not know the meaning and meaning in learning English.

English is a language that is widely learned all over the world. Almost all countries are learning English because English is the language that needs to be learned nowadays. The meaning of English relative to English is the language of communication between each country. English is an international language and is often used as a second language in every country. Likewise, in Indonesia, English is the mother tongue and the language spoken after Bahasa Indonesia. In this way, it is really important for everyone to learn English during this time. Learning a language is not an easy task, especially since it is a foreign language that we rarely hear every day.

Vocabulary is very important because learning vocabulary is the main capital for learning sentence construction and other language skills. By mastering a lot of vocabulary, it will be easier for someone to read, write, listen and speak English. With the vocabulary it is very easy for everyone in terms of speaking, writing, reading and much more. Vocabulary learning is not only taught during education. But since infancy a child has been taught by parents, especially a mother who has taught her child to some vocabulary such as the words "mama and papa". From there how important vocabulary is for human life. The older the child, the more vocabulary they get, especially in the world of education, everything they learn must use vocabulary. However, English vocabulary may only be found after the child enters elementary school, and there may be some parents who have taught their children about English vocabulary.

But we must emphasize that English is the language we absolutely must learn at this time. Everything is evolving in this day and age, including the language used. As modern students, students are indeed obliged to learn English because English is a foreign language as a means of communication after their mother tongue and Indonesian itself, and English is also a language used as an international language and means of communication with other countries. Therefore, it is very important for us to learn English during this time.

Despite the importance of learning English, many students at SMPN 1 Dedai, where this research was conducted, are still not interested in learning English. There are several factors that make students uninterested in the English they have learned. They are not motivated to learn, they feel that English is a difficult language, and the techniques or methods used in the classroom are not appropriate. Teachers should understand students' needs and make students interested in learning English. First of all, when teaching English, teachers should explain to students what English itself. Students should know that there are four skills in teaching and learning English, such as speaking, writing, reading and listening. Students should master these four skills if they want to master English. In order to master the various skills of English, students must first master the basic components of English, namely vocabulary. Vocabulary is an important aspect that students should learn first. If students need to master vocabulary, students can easily

master the four skills of English. Vocabulary is an important part of English teaching, and vocabulary should be taught first.

From theses observation, researcher found that the vocabulary of students at SMPN 1 Dedai is still not very good, from the observations of researcher in this research, there are many students who do not like English lessons, because they find it difficult to understand the meaning of English vocabulary. In addition, the problem that occurs when learning English is that students do not focus on learning because they are busy playing with their friends. The problem lies in English vocabulary, many children do not know English vocabulary and the lack of books in every lesson.

Based on the results of the pre observation, at SMPN 1 Dedai especially in class VII C student participation in English language learning is very lacking, some students do not even listen to the explanation of the teacher who discusses learning, especially in English lessons, few students are active in learning, some students are silent and choose not to respond to the learning that is being explained, even many students are just playing in the classroom. While those who participate are active students in every way, active in this case means that these students are only active in responding to learning without understanding what is being learned. They only respond to questions from the teacher by joking around in the classroom. As for those who participate are active students in everything, active in this case means that these students are only active in responding to learning without understanding what they are learning. They only respond to questions from

the teacher by joking and even asked seriously with the teacher, many of them do not understand and even with the excuse of forgetting.

In addition to student participation or activeness in classroom learning. Researcher also observed vocabulary in English in class VII C students of SMPN 1 Dedai. Their mastery of English vocabulary is still very low. Perhaps one of the causes of their lack of vocabulary knowledge is because previously in elementary school they did not get English language learning, only an introduction without further research. In fact, for some students, English language learning was their first learning when they entered grade VII of junior high school. The researcher saw that some students knew some vocabulary but they were not sure of the results they did, for example when the teacher asked the English vocabulary of an object there was one student who answered correctly, but they doubted the answer so they became unfocused on the question and always joked in learning.

Researcher saw from the above problems that students have not mastered vocabulary and many students are not focused on learning. However, the researcher saw that many students were very happy to play during class hours, from this the researcher saw that the playing technique was very suitable if it was used as an English vocabulary learning technique, thinking that English vocabulary was still very lacking and lack of activity in the classroom. The researcher decided to use the puzzle game technique in learning English, considering that students only focus on playing and the technique according to the researcher is very effective. The researcher found

that the vocabulary of students at SMPN 1 Dedai was still not very good, from the researcher's observation of this research, there were many students who did not like learning English, because they found it difficult to understand the meaning of English vocabulary. In addition, the problem that occurs when learning English is that students do not focus on learning because they are busy playing with their friends. The problem lies in English vocabulary, many children do not know English vocabulary and the lack of books in every lesson. The researcher observed from the above problems that students have not mastered vocabulary and many students are not focused on learning. However, the researcher saw that many students were very happy to play during class hours, from this the researcher saw that the playing technique was very suitable if it was used as an English vocabulary learning technique, thinking that English vocabulary was still very lacking and lack of activity in the classroom. Researcher decided to use the puzzle game technique in learning English, considering that students only focus when playing and the technique according to researcher is very effective.

Puzzle game is a game that can sharpen children's brains. This game is very fun and challenging for children in their teens. This game can be played in groups or individually. Apart from being a game this game can be used in learning, for example in learning vocabulary in learning English. As we know, there are many techniques and strategies in learning English, but this game is very suitable in learning English vocabulary, where this

game is an arrangement of several letters into a word. A teacher can use this technique in teaching English vocabulary for example for the first class in junior high school, where the teacher can provide clues in this puzzle game and students can be made in several groups or individuals to solve the puzzle in this game. This technique can also help students' activeness and can help make the learning process easier and more fun.

The use of this puzzle game technique began because researcher saw and reviewed the lack of student vocabulary in learning English. In addition, this technique is very suitable for increasing student vocabulary because it can help student creativity and activeness.

In accordance with the title of this research which raised about "The Implementation of Puzzle Game to Improve Students' Vocabulary Mastery of Seventh Grade Students in SMPN 1 Dedai", the researcher aims to improve students' vocabulary and make them easy and fun in learning English.

B. Research Questions:

Based on the background above, the research questions of this research are to formulated as follows:

1. How is the students' participation in learning vocabulary through the implementation of puzzle game at seventh grade of SMPN 1 Dedai?

2. How can puzzle game improve students' vocabulary mastery for seventh grade students at SMPN 1 Dedai?

C. Research Purposes

In line with the research question of this research, the purpose of this research are as follows:

1. To describe the students' participation in learning vocabulary through the implementation of puzzle game at seventh grade of SMPN 1 Dedai.

2. To explain the students' enhancement in learning through the puzzle game at seventh grade of SMPN 1 Dedai.

D. Research Significance

Significance of this research are supposed to be useful:

1. For Students

   Puzzle games can help students learn about English vocabulary easily and make students feel happy and enthusiastic while learning in class.

2. For English Teacher

   This technique is useful for teachers to assist them in teaching vocabulary and helping them to be able to guide students in teaching vocabulary in a fun way so that students can be active and feel happy in learning.

3. For the Other Researcher in the Future

   With this research, researcher hope that it can be useful for other researcher to obtain appropriate information and references, especially for future researcher in the future who conduct research similar to this research. In addition, this research uses appropriate learning techniques and strategies that can be used by teachers in improving their abilities and

the learning process. With this research, researcher hope that it can be useful for other researcher to obtain appropriate information and references, especially for future researcher in the future who conduct research similar to this research. In addition, this research uses appropriate learning techniques and strategies that can be used by teachers in improving their abilities and the learning process.

4. For the English Education Research Program

This research was made as a reference or information for other students in the same field which aims to provide a reference or description of a research, especially for before and after the research implementation. In addition, researcher aim to help improve the accreditation of research programs and in order to help lecturers to produce quality students.

5. For the STKIP Persada Khatulistiwa Sintang

Researcher expect that this research can be used as a reference that can help university or faculty accreditation and can be used as additional information for other students.

E. Limitation of the Research

In this research, the researcher focused on describing the increase in students' vocabulary mastery and describing the increase in student learning activities through the application of the Puzzle Game Technique for class VII students of SMPN 1 Dedai.

F. Terminology

1. Vocabulary

   Vocabulary is the most important aspect in learning English, vocabulary is a collection of words describing the names of objects in the school.

2. Mastery

   Mastery is a person's ability to master something where we must have the skills to master something in depth and have really mastered it precisely and focused on mastering something.

3. Puzzle Game

   Puzzle Game is a game that is familiar to us, many people play the game from various backgrounds. Puzzle Game is a game that can help the process of learning student vocabulary, this game can stimulate student activity and can help students concentrate in learning and can focus more on learning. Puzzle Game is a crossword puzzle in the form of a random arrangement of words.

   Vocabulary learning method using puzzle game is a learning method by playing games using media pieces of images that are rearranged into a complete picture. Students are divided into a group's, each group must work together to arrange the images into one object and can complete the puzzle properly and precisely.