CHAPTER I

INTRODUCTION

In this part, the writer explains the background of the study, the research question, the definition of key terms, the objective of the study, the significances of the study, and the organization of the thesis.

A. Background of the Study

In this modern era, English is needed to communicate, so all people have to know about it. As we know that nowadays English is an international language so, it is used as the tool for communication. If people don't know about English, how they can communicate with another people from the foreign country. They will feel difficult to know about what they say because they don't get the message. Itis important for people to study English to follow this modern era.

The basic point for studying English is about vocabulary. If they master the vocabulary, people easy to communicate with another. Vygotsky said: 'A word is a microcosm of human consciousness.' All languages have words. Language emerges first as words, both historically, and in terms of the way each of us learned our subsequent languages. The coining of new words never stops. Nor does the acquisitions words.

Every day, people speak with their family, neighbor or their relatives. In speaking, they utter so many words. Vocabulary is a list or collection words or of words and phrases usually alphabetically arranged and explained or defined. So many vocabularies we have learned, but are easily to

forget. Anyone who has learned foreign language will know that some words are easier to learn but some are not.

In teaching English there are some aspects to know, like grammar, vocabulary, pronunciation, etc. among those aspects of teaching English, vocabulary is one of the aspects that should be mastered by students to be able to communicate with other. In teaching vocabulary, teacher should add students' vocabulary, give simple instruction and give most attention to words that are already known, and help learners to use vocabulary in certain context and situation. The students need something new to improve their vocabulary.

In fact, teacher still finds students difficulties in class 7C to know the meaning of words that they find. Students feel that English is a difficult lesson. They still confused about how to know the information that they read from a text. Teacher always become a center in teaching English which can make students feel bored with the lesson and they cannot remember and understand the vocabulary well. This condition make the students become lack of vocabulary, difficult to understand the meaning of words, and memorizing the new word, misspelling the words and pronouncing them incorrectly. Some students chat each other than following the lesson in class. In this case, the writer wants to make a research in order to make the students vocabulary in SMP Ma'arif NU 2 Ajibarang become improves. The students in SMP Ma'arif NU 2 Ajibarang still get low score in English from year to year, if the teacher use English to communicate they feel confuse about what

teacher's say. In seventh grade students of Junior High School, based on 2013 curriculum most of the material is about studying vocabulary.

SMP Ma'arif NU 2 Ajibarang is still a new Junior High School which is located in Jingkang Village. It is one of medium village in Banyumas Regency. The school was built on 30th March 2002. It was 17th years old. The teacher there also still young and energic. It is needed to do some researches there to improve the Schools' performance. The people there also care about education, so they trust their children to study in SMP Ma'arif NU 2 Ajibarang.

Based on the problems, using Shiritori game to teach vocabulary will be implemented to make the students more active and creative to understand the difficult words. Shiritori game can make them easy to create meaningful context in which the language used. It expects that this game can help the students to add and improve their vocabulary.

The writer hopes that by using classroom action research in the class and shiritori game can improve the students' vocabulary. So, their score in doing the examination will be better than before.

B. Research Question

Based on the background of the study above, the research question can be formulated: How to improve the students' vocabulary on class 7C students of SMP Ma'arif NU 2 Ajibarang in the academic year 2019/2020 through Shiritori game?

C. Definition of the Key Terms

The writer defines the key terms to avoid misunderstanding related to some terms in the content of the thesis. The key terms which are required to be explained are as follows:

1. Improve

Improve means to advance or make progress in what is desirable. In this research the improving means the students' improvement of vocabulary in the learning process that can be measured by using game.

2. Vocabulary

Vocabulary is a list or collection of words or of words and phrases usually alphabetically arranged and explained or defined. Vocabulary is total number of words that make up language (Hornby, 1994: 139).

3. Shiritori Game

Shiritori game is a Japanese word game in which the players are required to say a word which begins with the final kana of the previous word. No distinction is made between hiragana, katakana or kanji. "Shiritori" literally means "taking the end" or "taking the rear".

4. Action Research

Suharsimi(2006) explained about Classroom Action Research (CAR) in three words indeed. There are: research, action and class.Research points to the act in paying close attention to the object, by using a way and methodology for collecting the data or information to improve

something.Actionpoints to an activity that is done for a purpose. Class is a group of students in the same time, same lesson, and same teacher.

D. Objective of the Study

The aim of this study is to improve the students' vocabulary on class 7C students of SMP Ma'arif NU 2 Ajibarang in the Academic year 2019/2020 through Shiritori game.

E. Significances of the Study

The study is expected to be able to offer useful contribution in three aspects of education, such as:

1. Theoretically

This study can be used as a reference for those who want to conduct an action research in English teaching and learning process by using similar media.

2. Practically

This study is expected to help the readers who want to improve the students' vocabulary through shiritori game especially students of junior high school.

3. Pedagogically

This study is expected to facilitate the students to get involved actively in the learning process of vocabulary, then improve the students vocabulary and hopefully the game can create the students' interest in teaching and learning process in the class.

F. Organization of the Thesis

The writer organizes the thesis into five chapters. Chapter I is introduction which consists of background of the study, research question, definition of the key terms, objective of the study, significances of the study, and organization of the thesis. Chapter II is review of related literature which consists of theoretical study, previous studies, and theoretical framework. Chapter III is method of investigation which consists of research design, the source of data, technique of data collection, and technique of data analysis. Chapter IV is findings and interpretation. Chapter V is conclusion and suggestions.