

CHAPTER I

INTRODUCTION

This chapter discusses background of the research, research questions, objectives of the research, limitation of the research, significance of the research, clarification of key terms, and organization of research paper.

A. Background of the Research

Vocabulary is one among the language segments that's imperative to assist to be instructed to utilize the language well. Vocabulary is one among the keys to be fruitful in acing English and it's likewise the establishment to assemble English capacity. Fengying (1996:1) cited in azima indicates that vocabulary is the same as words. The students must comprehend word by word. Vocabulary has its own part. So, Vocabulary cannot be isolated with allude four aptitudes, since when the student's tune, talk, read, or compose they typically include their Vocabulary to speak their idea, thought or assessment.

However, the students lack of motivation in learning English, especially in learning vocabulary. Numerous students feel exhausted when they study English. They don't enthusiasm to examine English as an unknown dialect and they feel hard to communicate in English since they stress over the principles, for example, language structure, elocution, familiarity, perception, and the significant thing they stress over the vocabulary. In a addition most of them feel confused when they need to pick the vocabulary.

Based on the problem above the teacher needs to find a new way to increase students' vocabulary. There are many ways to improve the mastery of English

vocabulary with fun. One of them is by applying the games namely “Word Chain Game” as one of the techniques for improving students’ vocabulary mastery. Ayu & Murdibjono (2012) mentions that by using game teachers will create an atmosphere that will increase the desire for students to learn the language. In other words, by using game the students will feel enjoy and fun when they study a foreign language and word chain game is one of the games which is suitable to be applied in the classroom to improve students’ English mastery. Chain word game is picked as option to build the understudies' interest in learning Vocabulary.

Chain word game is one among rounds of which we'd like tons of fixation to think and procedure words. Here the students should consider the last letter of word and proceed with the last letter to a different word. The use of chain word game is likewise simple to form the students has more information about Vocabulary. It's an intriguing procedure which will make the student's progressively dynamic and keen on instructing and learning process. Moreover, chain game is a stimulating game which causes the students to recall the new words they need gotten by considering the explanation above, the writer is interested to conduct a research entitled “Teaching Vocabulary Using A Word Chain Game”. The title was chosen since vocabulary is one of materials that should be mastered by students of seventh grade of junior high school.

B. Research Questions

Based on the background of the research above, the research question can be formulated as following:

1. How is the implementation of teaching scenario teaching vocabulary using a word chain game?
2. What are teacher's and student's responses toward teaching vocabulary using word chain game?
3. What are students' difficulties in learning vocabulary using word chain game?

C. The Objectives of Research

The objectives of the study is as follow:

1. To describe the implementation of teaching scenario in learning vocabulary using chain word game.
2. To investigate the teacher's and students' responses toward the use of Chain Word Game in teaching vocabulary.
3. To identify students' difficulties in learning vocabulary using chain word.

D. Limitation of the Research

The problem is limited to the use of word chain game in teaching vocabulary related to particulary in meaning and the use in sentence aspect to the seventh grade of Junior High School in Cimahi.

E. Significances of the Research

The study is expected to provide many benefits for teachers, students, and other researcher.

1. For Teachers:

- a. Can be use by teacher to develop their students.
- b. Find an interesting method in teaching vocabulary.
- c. Can be used to enrich the example of activity in teaching English vocabulary.

2. For Students:

- a. Improving vocabulary mastery
- b. Enjoying the funny classroom.

3. For Next Learning Process

- a. As a reference for the learning process especially in vocabulary.
- b. To know the comparison approach toward students' improvement in vocabulary.

F. Definition of Key Terms

In this study, key terms are defined as follows:

1. Vocabulary

Vocabulary is all about words in a language. A language can not exist without words. When we use a language, automatically we use words every time.

2. Chain Word

Chain Word is a word game in which players come up with words that begin with the letter or letters that the previous word ended with. A category of words is usually chosen, there is a time limit such as five seconds, and words may

not be repeated in the same game. An example chain for food would be: Sugar – Rice – Egg – Garlic bread.

G. Organization of Research Paper

The organization of the research paper is as follows:

Chapter I: Introduction. This chapter explains about background of the research, research question, objective of the research, limitation of the research, significance of the research, definition of key terms, and organization of the research paper.

Chapter II: Literature Review. This chapter, the writer discusses the literature review of this research they include.

Chapter III: Research Methodology. This chapter contains methodology of the research to guide the writer in conducting the research. It consist of research method, subject of the study, instruments of the study, data collection and data analysis techniques.

Chapter IV: Result and Discussion. In this part, the writer explains about results findings and discussion.

Chapter V: Conclusion and Suggestion. This chapter the writer describes the conclusion and suggestion of the research based on the data as the result of this research.

