

CHAPTER I

INTRODUCTION

This chapter consists of background of the research, research questions, objectives of the research, limitation of the research, significances of the research, definition of key terms, and organization of the research.

A. Background of the Research

Language is a the way or method of communication for human in everyday life in every country or community either spoken or written. With communication, human can interact with the others. Communication is means of sending or receiving information. Communication can be interpreted as a process by which a person, group or organization or sender transmits one type of information (message) to another person, group or organization or recipient (Greenberg in Winarso, 2018). To communicate, language becomes a part of it. Communication is not only done by people from the same country, however to everyone, where the information is located. Therefore, it is not enough to master mother tongue of our place origin, however also the language from which the information we will get. The development of technology, social, and culture requires every human being who inevitably has to be able to master languages outside of the mother tongue. The outside of mother tongue in here means a foreign language. It aims that humans can follow the development of the existing era and not being left behind.

There are so many languages in the whole world. English language is the international language that is used to communicate almost at all countries in the world. In some countries like Malaysia and Singapore, English language is used as a second language that made both of that countries become two countries in Asia with good English ability. However, in Indonesia, English language is a foreign language. In English learning, it has four skills to support English language abilities such as Listening, Writing, Reading, and Speaking. When the students can master English vocabulary well, it will also contribute to their mastery of those 4 abilities. Because, when writing, vocabulary mastery will be very useful in coming up with ideas. When reading an English text, it will be easy for students to retrieve the information from the text. When speaking and listening, it can be used to communicate directly with other people who use English language in the certain area.

Out of those four skills, learning vocabulary is the most basic thing when learning English. According to Sadiyah, Septiani and Kareviati (2019) vocabulary is one of the components that support the students in learning English. However, communication with English language is difficult especially for the students whose first language is not English and who have limit of English vocabulary, and then usually they feel so worries and embarrassed when they must to practice the English language in front of the classroom. As the result they cannot speak anything and they just laugh and there are even some students who tend to feel lazy to learn English. Besides, for some teachers, use the alternative way or media of teaching and learning vocabulary may be difficult because as many teachers

prefer to use the traditional media that very comfortable for them to teach in classroom without analyze what the students need and what the students feel. The teacher must think about how to make students more easily add English vocabulary. Sometimes, a teacher feeling so hard when selecting the way to improve the students vocabulary. So that the using of media is needed in teaching and learning process in the classroom. By using the interesting media in teaching process, it will familiarize the students to be more active in the classroom.

Based on the problems above, the researcher assumes that the media which can be used by the teacher is Crossword Puzzle Game. It is a word game which is played on a grid puzzle that will make the teaching and learning process more attractive than before. With this media students do not only learn while listening to the teacher's explanation, but also can carry out the other activities such as observing, analyzing, discussing, and communicating the learning so well. Through these activities students can actively participate in teaching and learning process. That way, the crossword puzzle game can increase the activeness of students. From that statement, the researcher would like to do a research and the title is “Teaching Vocabulary Using Crossword Puzzle Game.”

B. Research Questions

The research questions are formulated as :

1. How are the teaching scenario and implementation of teaching using crossword puzzle game?

2. What are teacher and students responses toward teaching vocabulary using crossword puzzle game?
3. What are the students difficulties in learning vocabulary using crossword puzzle game?

C. Objectives of the Research

The objectives of the research are :

1. To know the teaching scenario and implementation of teaching vocabulary using crossword puzzle game to students.
2. To know teacher and students responses toward teaching vocabulary using crossword puzzle game.
3. To find out the students difficulties in learning vocabulary using crossword puzzle game.

D. Limitation of the Research

The researcher found some problems in the research field, such as from the facility, and also from the student habits in learning process. It is impossible for the researcher to solve all of the problems.

In this research, the researcher will focus on the media in teaching and learning process in the classroom especially in vocabulary mastery by using crossword puzzle game in the tenth grade students in the academic year of 2020/2021.

E. Significances of the Research

1. For the Teacher

By using crossword puzzle game, it can provide new input or teaching media of the students' vocabulary mastery. Next the researcher hopes that the media can help the teacher when teaching in class with an easier and more interesting media so the goal of teaching and learning process can be achieved accordance to the plan.

2. For the Students

By using crossword puzzle game, the researcher hopes that media can help the students to improve their English vocabulary mastery and the students can be more motivated, active and interested in teaching and learning process so it will give the positive effect on their English achievement especially in English test they will got good score. In addition, the teacher can develop the students' ability in learning English language.

3. For Other Researchers

The researcher hopes that this research can be a positive reference for the other researchers who may have difficulty in finding alternative media in teaching and learning process especially to improve students' vocabulary mastery and they can try to use crossword puzzle game to solve the problem.

F. Definition of Key Terms

1. Vocabulary

Vocabulary is the body of words that used in a language, the body of words known to an individual person. It usually useful for communication and acquire knowledge.

2. Teaching Vocabulary

Teaching vocabulary is important in acquire and learn new language especially English language as a foreign language.

3. Crossword Puzzle Game

The crossword puzzle is a game that maintains a word that has form of a square or rectangular grid of white and black shaded squares. This game is to form words or phrases by solve the clues which lead to the answers.

G. Organization of the Research

This research consists of five chapters, there are :

Chapter I : Introduction. This chapter consists of background of the research, research questions, objectives of the research, limitation of the research, significances of the research, definition of key terms, and organization of the research.

Chapter II : Literature Review. This chapter consists of definition and theories of vocabulary, definition of teaching vocabulary, and definition of crossword puzzle game by expert.

Chapter III : Research Methodology. This chapter consists of research methodology used in the research, research design, subject of the research, instrument of the research, technique of data collection, and technique of data analysis.

Chapter IV : Results and Discussions. This chapter consists of the results and discussions from the data that has collected by the researcher based on the research methodology.

Chapter V : Conclusions and Suggestions. This chapter consists of the conclusions of the research that has been conducted and suggestions to the next researcher.