

## CHAPTER I

### INTRODUCTION

This chapter presents the background the study, the problem of the study, the objectives of the study, the significance of the study, the scope and limitation of the study, and the definition of the key terms.

#### A. The Background of the Study

English is very important to learn. English is taught integrated within four skills, namely listening, speaking, reading, and writing, considering the language components such as vocabulary, structure, and pronunciation. As we know that vocabulary a set of rule that has to be mastered by the students in studying English both oral and written form. By understanding adequate vocabulary means that the learners understanding the meaning of the vocabulary items and are able to use them correctly and appropriately in sentence.

One of important component in studying English skill is vocabulary. It has important role in developing a language skill. Vocabulary is one of the key to be successful in mastering English and basic competence that must be reached by students in order to get other competencies like listening, speaking, reading, and writing. Vocabulary becomes necessary in every stage of language learning. So, we need to understand vocabulary first before we

learn a certain language. If we do not understand any words of the language, we will not be able to understand the meaning of it.

To be smart in mastering vocabulary is not easy for student of elementary school. They cannot remember vocabularies because they consider that English is difficult. There are many problems arise during teaching English, especially the students often find difficulties to remember the vocabulary, meaning, pronunciation or grammar, and also they feel bored when receive English lesson. So that, the teacher should have new techniques and material which can stick on their memory in order to improve the students' vocabulary.

A teacher assumes a variety of important roles in the class. An English teacher is supposed to apply all techniques in the process of teaching English because every class has different characteristic. Professional teacher is the teacher who has academic competence; knowledge, skill, and social and psychological competence; charismatic<sup>1</sup>. So, an English teacher must have approach model, method and strategy of teaching and learning process to help the student understanding about material. A teacher has important role in the class to make success in their teaching and learning process.

One technique for teaching vocabulary is by using game. Game is the stuff of life in primary classroom as well as providing stimulation, variety, interest and motivation. It can help to promote positive attitudes toward learning English. It also encourages active participation children's

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<sup>1</sup> As'aril Muhajir. *Pendidikan Perspektif Kontekstual* (Jogjakarta: Ar- Ruzz, 2011), 144.

confidence.<sup>2</sup> Game can be used as one of the educational techniques in teaching and learning process of English. Some reasons use game are: First, by using game vocabulary can be practiced and emphasized. Second, the students can get reinforcement as well as attention to vocabulary. Third, game can break the tension and help the students to avoid boredom in learning English.

One of games which can use to teach vocabulary is picture game. It can be used by teacher to make the students imagining in developing vocabulary. So, the teacher hopes that the technique makes students active and enjoyable.

Based on the explanation above, the researcher tries to implement about **“IMPROVING STUDENTS’ VOCABULARY BY USING PICTURE GAME AT FIFTH GRADE OF SDN BANYAKAN KEDIRI”**.

## **B. The Problem of the Study**

Based on background of the study, this research is intended to answer the following question:

1. How is the implementation of picture game of fifth grade of SDN Banyakan Kediri?
2. Can the implementation of picture game improve the students’ English vocabulary of fifth grade of SDN Banyakan Kediri?

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<sup>2</sup> Carol Read, *500 activity for the primary classroom* (New York: Macmillan Publishing Company, 2001), 150.

### C. The Objectives of the Study

Based on the problem above, this study is directed to:

1. Describe the implementation of picture game of fifth grade of SDN Banyakan Kediri?
2. Improve the students' English vocabulary mastery of fifth grade of SDN Banyakan Kediri?

### D. The Significance of the Study

Classroom action research is a process where the teachers and students hope that it will give an improvement, an increasing and a changing in teaching learning process in class can be reached optimally<sup>3</sup>. The researcher should have significance to the world. Minimally, it has significance to the teachers, the students, the readers, and the researcher herself. The significances of this study are:

1. It can give information and solution in improving students' ability of understanding vocabulary quickly.
2. It can give the students more motivation to study hard to be better. The advantage of this study is giving more confidence and believing in their capability and ability.
3. It can give the researcher more knowledge and experience in teaching and studying the character of students. It is important to help her when she

<sup>3</sup> Djunaidi Ghoni, *Penelitian Tindakan Kelas* (Malang: UIN Malang Press, 2008), 8.

teaches and learns to know students ability in order to make a good relationship with her students.

### **E. The Scope and Limitation of the Study**

This research focuses on teaching English to young learner at fifth grade of SDN Banyakan Kediri. The material for teaching English is vocabulary that is hoped that it can develop the understanding of material. For teaching vocabulary, the researcher uses picture game to motivate students in studying English and increase their ability of English lesson.

### **F. The Definition of the Key Terms**

To avoid misunderstanding, the researcher states some definitions of key term:

#### **1. Improving**

Improving is to change to be better or make something be better<sup>4</sup>.

Here, the research wants to describe the improvement of student's skill in learning English by using picture game. She hopes that the students can improve their ability. She will try to improve and help the students in learning English skills, especially about vocabulary.

<sup>4</sup> Martin H. Manser, *Oxford Learners Pocket Dictionary* (New York: Oxford University Press: 1996), 209.

## 2. Vocabulary

Vocabulary is the stock of words or known to a particular person or group<sup>5</sup>. Vocabulary is the first and foremost important step in language acquisition. By understanding vocabulary, it can develop skill in learning English.

## 3. Young Learner

Young learners are young human being or a young person who studies in the first grade at school<sup>6</sup>. Learning English is easy if it is learnt early, because they are still active to accept some knowledge. The researcher will help young learners to be active in learning English.

## 4. Picture game

Picture game is kind of game using picture. The purpose of the picture game is exercise visual learning style. The picture game is used to improve students' vocabulary. It is hoped that students can increase their skill in learning English.

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<sup>5</sup> Ibid., 461.

<sup>6</sup> Ibid., 481.