CHAPTER I

INTRODUCTION

In this chapter, the researcher presents background of study, statement of the problem, research objective, scope and limitation of study, significant of study, definition of key term.

A. Background of Study

English is a subject that esenstial to be learned,because most of the information and technology are using English, for example in education,commerce, and daily activities, news, computer,and others. As an international language English isan asset to communicate for the people inworldwide. It's easy to learn, easy to understand.Those make the user easy to applay the technology.Meanwhile English is easy to learn.

As an international language, English becomes the reason for people have to know and learn English for connection. People have to be able to use the language to reach the communication goal. Much of the world's communications are done in English. According Endang Fauziati (2008:152) said that in English, there are eighty percent information that save in electronic media in the world use English. In this case, if we wants to getinformation about everything that happen in the world, we need to learn about language that use in certain country especially English.

One of aspect of English is vocabulary which is a skill when students learn foreign languages, especially English. Vocabulary according to Hedge

(2000) states that there is a lack of attention to vocabulary. In this case, learning about vocabulary is very important, meaning expressing thoughts and feelings verbally and in writing.

Mastering vocabulary is means that students must have the comprehensive knowledge of vocabulary that includes the meaning of the spoken form, written form, the behavior of the grammatical, the derivation of the word, collocations of the words, list of the words, which the connotation of word, and word frequency.

In Indonesia, teaching English is a part of the curriculum decision based on the decision of the minister of education and culture dated July 2, 2014 section 5 points 2 and 6 on the 2013 curriculum for elementary schools states that English is as local content for the purpose of developing competencies in attitudes, knowledge and abilities students as a basis. In Indonesian elementary school, English become local content.

Despite the fact that vocabulary is very important for students. Because first, students find it difficult to spell, understand, and speak English with the right words. An example is when they learn to compose random words that have the same spelling and meaning and they are very difficult about composing random words.

In the fact, there are many ways for teaching vocabulary. In the teaching learning process, usually some teachers give some vocabularies list to memorized by the students or give some vocabularies list that used natural language and target language. but this teaching vocabulary method is tougth to overload the students because they only focus in the memorizing vocabulary without know

exactly how and when use vocabulary in the language everyday. Considering the important of vocabulary, the teacher must know teaching media that can help the students easier to learning about English vocabulary. besides, it should prepare them to learn attractive way in order to make the more spirit in teaching learning process.

Some teachers suggested the other method that is used to teach vocabulary, it is used media likes video. Kind of video that can be used to help teachers and students to teach and learn language target. It is believed that by applying games implementing video in language teaching, especiallyin teachingvocabulary, it may by improve the abilty of students to acqire language.

This show that video have advantages and effectivitas in the teaching vocabulary, first, the video can intertain the students. because in the video there are some picture, so it make the students consoled. The second, used video can make student interest to learn English, so they will fell enjoy and happy when the teacher teach them. the third, by using video, the students will easier to learn and memorized some vocabulary in English, and it can make motivated the students to be creative.

One kind of the video that can be used in teaching learning process especially in the teaching vocabulary is animation video. Animation video is great choice to deliver any material, especially vocabulary. According to Devi (2005), animation video for language learning has positive attributes even on adult or young learners at the beginner level. By using animation video, the reseacher hope that the students can interest to learn English easly, motivaed and to be more creative.

And the teacher can teach the students easier and also creative to make the students feel enjoy when they are study English.

In SDN Nambaan 1 Kediri, the students' knowledge about English especially vocabulary is still low. So, the researcher choose vocabulary lesson because the researcher wants to solve the problem of the students about vocabulary. And the researcher also choose animation video as media because the researcher wants to teach the students with different way so the students can enjoy to learn English.

A previous research by Lina Silfia and friends (2018) discussed about media for teach the students, namely, *animation video*. In that case, it was found that animation video is effectively used in teaching vocabulary. on this occasion the researcher also uses the same media. The difference between previous study and this study is the researcher will apply to the vocabulary about part of body.

The researcher will take a research in SDN Nambaan 1 Kediri. The researcher has many reasons why he or she choose SDN Nambaan 1 Kediri. first is because the school has never been to be object of research from some univercity in Kediri so, the researcher interested to do research in this school. the second reason is because the researcher want to add the vocabularies of the students in this school because the students in this school have problem in learning English.

Based on the problem and explanation above, and focus of this study, it can be stated to find that animation video as one kind of media that effective to improve students vocabulary mastery. Therefore, this research will be conducted

by the tittle "Using Video Animation to Improve Vocabulary Mastery of Third Grade Students of SDN Nambaan 1 Kediri".

B. Statement of The Problem

Based on the background of the study above, the researcher formulatesthe problem of the researchas follow: How can the use of video animation improve vocabulary mastery of the third grade students of SDN Nambaan 1 Kediri ?

C. Research Objective

Based on the formulated above, the objective of the research can be specified as follow : to improve vocabulary mastery of the third grade students in SDN Nambaan 1 Kediri by using animation video.

D. Scope and Limitation of Study

Based on this research, the researcher will focus on the improving vocabulary mastery by using animation video, especially in noun and pronoun. In this study, the third grade students of SDN Nambaan 1 Kediri will takes by the researcher as subject of the study. The material that will be use by the researcher in this study is part of body.

E. Significant of Study

The researcher hopes that the study can give benefits about improving students vocabulary mastery by using jumbled words at third grade students in

SDN Nambaan 1 Kediri. the result of the study can contribute some benefits for the students, teachers, and school. Here are the benefits :

a. Students

It can motivate students to improve their vocabulary and they can interest to learn English sincethey will find out that vocabulary, especially animation video, is always easy to learn. Their improvement of interest in learning English will help them master English well.

b. Teachers

The teacher may have found the new media that can be used for teaching their students' vocabulary. So the techer can use the method to know how far students understand about vocabulary in English and also they can do research to know the effective of this method to use.

c. SDN Nambaan 1

To the school, the output of the study will help to achieve higher quality of education, because of the well-trained teachers and good performance of the students.

d. Future researcher

From this study, future researcher can learn one kind of media to improve students vocabulary mastery. So the researcher can practice this method when the researcher teach the students.

F. Definition of the Key Term

1. Vocabulary

According (John, 2014) , vocabulary is knowledge or knowing the meanings of words and knowing how to use it in sentences. In this study, the researcher will teach the students about animals vocabulary and part of body vocabulary.

2. Vocabulary Mastery

According to (Ur, 1991:66), vocabulary mastery means the number of the number of words someone knows. The term mastery is not restricted to simply recgnize the meaning of certain words. So vocabulary mastery can defined as a number of vocabulary or words in the memory of learners.

3. Animation Video

Animation video is of images that the process in such a way so produce sound and movement. In this study, the researcher adopt the animation video from *Fiesti Kids* youtube channel. The researcher adopt from this link because in this linkthere are some example of animation video that apropriate with the materials of vocabulary in the elementary students likes vocabulary about animals, vegetables, clothes, transportration, and etc, so the students can understand well about vocabulary from the animation video in this link.