

CHAPTER 1

INTRODUCTION

This chapter discusses the study's background, the study's problems, the study's objectives, the significance of the study, the scope and limitation of the study, and the definition of key terms.

A. Background of the Study

Vocabulary is the most important one for those who want to be mastery every language. Because when we are going to speak, write, or learn another language, we need a lot of vocabulary. In fact, in the field, most students' were deficient in memorizing the new vocabulary. They also happened in "MTs Al Amien Ngasinan," especially the students for seventh class. They were lack of vocabulary mastery and could not understand the meaning of a particular vocabulary about a specific topic

Concerning this, the linguist David Wilkins in Thornbury (2002: 13) stated that without grammar, very little can be conveyed; without vocabulary, nothing could be obtained. The most crucial point of the statement above is that mastering vocabulary for students is the main component to learn a language successfully. In listening, students' vocabulary influences their understanding of the teacher's speech, class discussion, and other speeches. The words that they choose in speaking affect how well they deliver a message. In reading, students' vocabulary affects their ability to understand and comprehend a text. In addition, dealing with writing, students' vocabulary also influences how clear they

convey their thought to the reader. In short, vocabulary plays a vital role in equipping the students to communicate in English. Finally, for some junior high school students, including the seventh-grade students of MTs Al Amien Ngasinan.

One of the most critical languages we must learn is English. Based on the theory mentioned above, most people use English to communicate in their interactions. One of the games that are effectively used in the class is the card game. The card game was a game using picture cards and word cards as media in the teaching-learning process. The card games were chosen because they developed students' vocabulary by giving them a chance to extend their language. They were using cards as media helped students get clear images of words being learned. Thornbury (2002) states to make sure retention, a piece of new knowledge should be integrated into existing knowledge, i.e., they need to be placed into working memory, e.g., comparing, combining, matching, sorting, visualizing, and reshuffling, as well as being repeatedly filed away and recalled.

Moreover, Schmitt (2000) stated that teachers might well find it helpful to set up vocabulary learning groups to work together and encourage each other. The activities in the card game promoted students to meet the word repeatedly and actively participated while doing both pair and group work. Moreover, card games could make the students relax and enjoyed the lesson. Because of that reason, the researcher believed that card games could overcome those problems above. The students worked

on finishing the card games based on the following instruction of the teacher. Based on the theory mentioned above, most people use English to communicate in their interactions. In other words, people from various nations use English when they meet and interact with each other.

Vocabulary is one of the linguistic features that influence communication competence. Based on Nurbaeti, in his research paper, explained that tongue is central to language and is significant to language learners. It means that by enriching students' vocabulary, they will automatically communicate with other people from other countries so that it can enlarge their knowledge.

In mastery of English, we must learn vocabulary first. In his journal, Bintz (2011:45) explained that learning vocabulary is fundamentally about learning the definition of words. The learners have to master English vocabulary before getting English. They will not be able to express their fell clearly if they do not master the language before. There are many ways to improve the learner's vocabulary, but we must choose a good technique to teach them as a teacher. To make the learners or students feel interested in learning a language and make them easy to improve their vocabulary, the teachers have to use excellent teaching techniques. It means that the methods here are all those activities that contain fun and games activities. The kind of activities should be simple, exciting and enjoyable, for example, it is a game. Playing the game Rizal (2015:4) in teaching vocabulary is very important because teaching

through the game can create a fun situation and increase students' motivation. The game does not only help the students to encourage their learning but also can help the teacher create valuable and meaningful context. It means that game is beneficial for students, but it can help teachers develop their material, making teachers more creative in teaching vocabulary. Games help and encourage many learners to sustain their interests. It means that games can make the students enjoy the English class activities, especially in overcoming the problems of learning vocabulary, because they learn in a situation where they are given a stimulus to practice the vocabulary of the target language.

There are so many kinds of games that can be used by the teacher, such as Matching Game. It is a game in which guessing some information, such as a word, a phrase, a title, or the location of a specific object. Matching games can be played in a small or big group. By playing Matching Game, students can focus more on the lesson. Based on preliminary research conducted at MTs Al Amien Ngasinan, the researcher found that learning vocabulary using Matching Game has been applied. From the result of the interview, the teacher said that she had involved in this game. The students got some problems in their vocabulary activity, such as meaning, spelling, grammar, and meaning.

Therefore in Indonesia's curriculum Kuno (2008), English becomes one of the subjects taught at all levels of education in Indonesia—stated that games and game-like activities have always been a popular tool in an

English class to interest and "wake up" uninterested students. The integration between learning and game (technology) was started several years ago. Learning using technology in the form of the game was shown to be possible in primary school classes, and there were also improvements in these students' understanding and activeness. Various experts (Chan & Lin, 2000; Jiang, 2008; Kuo, 2008; Robinson, 1960; Zheng, 2008) maintain that games can enhance young learners' motivation and confidence. Therefore, creating and building a safe zone for young learners where they do not feel afraid while learning. In addition, making young learners enjoy the instruction is essential because they will know better when they feel happy and fun (Scott & Ytreberg, 2000).

B. Problem of Study

Based on the background of the study above, the researcher identified the problem as follows:

How can Card Games improve the vocabulary of the seventh grade students of MTs Al Amien?

C. The Objectives of the Study

Based on the formulation of the problem above, the objectives of the research are as follow:

To improve the students' English vocabulary mastery of seventh grades in MTs Al Amien using Card Game.

D. Significance of the Research

The uses of research are as follow:

1. Theoretically, to enrich previous research related to the use of matching games toward students' English vocabulary.
2. Practically.
 - a. Teacher: Give the English teacher's information in the seventh grade, the student's problem in learning English vocabulary by using Card Games.
 - b. Students: By understanding their problems in learning vocabulary by using Card Games, the researcher can try to find the best solution to help the students.
 - c. Researcher: The researcher conducted the process and problems in learning—the next researcher wants to research students' learning English vocabulary by using Card Games.

E. Scope and Limitation of The Research

The strategy focuses on two things. The first concern is improving the vocabulary of The Seventh-grade Students Of MTs Al amien Ngasinan By Using Card Games. The second concern is related to the students' improvement of memorizing vocabulary by using Card Games to evaluate the strategy applied to the students in class.