

CHAPTER 1

INTRODUCTION

In this chapter, we can find the importance of Vocabulary, the problem in English vocabulary, and the media that can support Preschool's Vocabulary in English based on their habit.

A. Background Of Study

To understand the language, we have to know about the vocabulary. Learning English vocabulary is one of the most important tasks facing English learners and that learners with limited knowledge of words are likely to experience failure in their professional and academic settings¹. On the other hand, if students do not understand to a good extent the language spoken in the classrooms, they may lose the confidence they need to continue with their studies enthusiastically. And why academic vocabulary is extremely vital is that it can be used as an intellectual tool to encourage students' critical thinking, problem-solving, and decision-making skills².

But, Despite this fact, many students still use traditional methods to learn English vocabulary, such as rote memorization, learning new words through teachers' explicit instruction, reciting from word lists, and so forth. Moreover, most English teachers in schools, colleges, and institutes still employ traditional strategies to teach vocabulary, such as giving a list of English words with their equivalents in the native language, letting students recite new words, writing sentences with target vocabularies, explaining the meaning of vocabulary in the native language, repeating vocabulary, and make students do plenty of vocabulary exercises, or read their dictionary constantly. And in the other case, sometimes students feel bored with their Teachers who ask them to bring a thick dictionary in their subject. And the reason is clear, they lazy to read it. Especially for young learners.

So, based on that case above, we should begin to change the mindset in applying it to be more productive and creative. And one function of ICT is to facilitate the learning system to be better and make it easier, and we can call it E-Learning. E-Learning offers new challenges to educators, students, and the entire education system to be changed to a more

¹ Nation, Paul. *Learning Vocabulary in Another Language*. (Cambridge: Cambridge University Press, 2001)

² Washburn, Phil. *The Vocabulary of Critical Thinking*. (New York: Oxford University Press, 2009).

sophisticated and modern, considering today is the modern age that all aspects of human life cannot be separated from modernization, especially related to education issues that require the reform in all its aspects³. Therefore, there needs to be reform in education as well, because if there are no innovations in education, then I think education would be just flat and boring for students, This is because students are increasingly sophisticated and critical thinking as a result of the modernization happening today. There are several benefits in E-Learning, such as reducing the administrative load by making routine information available online⁴. This will release more time for other activities, and make good communication with individual students and groups of students. So that students can be motivated in their learning process. And as we know, nowadays ICT is used as a tool to improve the quality of life. Its use has increased in such a way in recent years. Various language institutions around the world have realized the importance of ICT in the teaching and learning process. Moreover, ICTs play a major role in communicating, building, and managing information. ICT has proven to be effective in delivering learning throughout the world. They can improve education because of ICT. At present, two different models can be used in teaching and learning. The two models are Computer Assisted Language Learning (CALL) and Mobile Assisted Language Learning (MALL).

First of all, we can find several types of media and methods in CALL that can be applied. Such as Blended Learning. Blended Learning is a Learning model that combines face-to-face lectures and online lectures⁵. We can find the example of the advantages of CALL is to increase student's interaction and their ability without the limited time and they can do it everywhere. And it can increase student self-confidence because it will improve their critical thinking about the object and the understanding of the concepts. And from the explanation above, we have applied blended learning theory with the CALL method, for example, the use of learning videos and communicative media based on computers. As we know that, we can find some of the advantages of the use of computers in our learning process, the students could easily understand what their teachers or lecturers have taught in

³ Lablidi, Ahmad and Brahim Nachit. *ICT practice in Morocco's innovative teacher*, (Morocco: American Journal of Engineering Research (AJER) 2013. P.146

⁴ S.F. Kattimani and Ramesh R. Naik. *E-Learning Technology in the ICT Era: Application to Technical Education*. (DESIDOC Journal of Library & Information Technology, Vol. 32, No. 6, November 2012) pp. 459-467

⁵ Milya Sari. *The Use of Facebook in Blended Course in Teacher Training College*. Volume 21, Number 2, July 2014, Page 145-153

the classroom. There are several advantages of Computer used: (1) Give an effective condition so it can help the students who are difficult to understand about the material, (2) stimulate the students to be better in their process, (3) it can be a standard for the students in learning activity so it can be a level control for them, and (4) development of students can be seen from the records of student activity through exercise files which are provided in the system⁶. The second model is a MALL (Mobile Assisted Language Learning). It provides opportunities to create well-designed, student-centered, understandable, and make the learning process more interactive. We can apply it in our teaching-learning too. Because we know that almost all people use mobile as they needed. And MALL easier to apply because we have been familiar with this object and we can apply this media wherever we are.

And on the other side, Dictionary is an important tool in learning a foreign language. But, living in a technologically driven world, students are affected by the latest technological products. Electronic Dictionaries (EDs) are becoming increasingly popular as new technological tools of vocabulary learning among L2 learners and as technology proceeds, they will be used more widely by language learners, especially for preschool. Besides it, the availability of electronic dictionaries on the Internet has led to their frequent use for vocabulary learning⁷. This is because electronic dictionaries have the advantages of ease and speed that are missing in paper dictionaries. With E-Dictionary, we easy to understand the meaning and how to pronounce it. And by E-Dictionary, sometimes it has a picture and the synonym or antonym to support the vocabulary. So, we need it too for preschool to improve their vocabulary well. But, the features of existing E-Dictionaries are too small for preschool. And based on the case above, the researcher wants to focus on developing E-Dictionary based on *MIT App Inventor* special for them were complete with the pictures, sounds, quizzes, reminders, etc.

B. Research Question

What kind of E-Dictionary can improve vocabulary mastery for children on Preschool's level?

⁶ Sri Huning Anwariningsih, Sri Ernawati. *Development of Interactive Media for ICT Learning at Elementary School Based on Student Self Learning*. (Journal of Education and Learning, 2013) Vol.7 (2) pp. 121-128.

⁷ Rezeai, Motjaba, M. Davoudi. *The Influence of Electronic Dictionaries on Vocabulary Knowledge Extension*. (Canadian Center of Science and Education, 2016), Vol. 5, No. 3

C. Research Objective

To develop E-Dictionary to improve vocabulary mastery for children on Preschool's level.

D. Definition of Key Term

1. Preschool

Preschool also is known as nursery school or playschool is a learning space offering early childhood education to children before they begin compulsory education at primary school.⁸ And the area of development that preschool education covers vary, such as personal, social, and emotional development, communication, creativity, play, teamwork, and physical health and development.

2. E-Learning

E-Learning is learning media that consists of several types of multimedia, such as Graphics, Animations, Music, Video Clips, etc.⁹ E-learning is not only based on animation and music, but it is also important to consider the various components of motivation, such as Game, humor, action, adventure, and others that could motivate students to be more active in learning.¹⁰

3. MIT App Inventor

MIT App Inventor is an application that is designed as a tool for learning computational thinking in a variety of educational contexts, teaching people to build apps to solve problems in their communities. MIT App Inventor is an online development platform that anyone can operate from Android and iOS operating systems, such as E-Dictionary, reminder, business platform, and many others¹¹.

⁸ <https://en.m.wikipedia.org/wiki/Preschool> accessed on Tuesday 12th May 2020, at 12.46

⁹ Yunus, Melor and Nordin, Nozarah. *Future of ICT as a Pedagogical Tool in ESL Teaching and Learning*, (Iran: Research Journal of Applied Sciences, Engineering and Technology, 2014). P.765

¹⁰ Mason, R and Frank Rennie, *E-Learning*, (Yogyakarta: Pustaka baca, 2010). P.69

¹¹ Evan W. Patton, Michael Tissenbaum and Farzeen Harunani. *MIT App Inventor: Objectives, Design, and Development*. (Massachusetts Institute of Technology, Cambridge, MA, USA, 2019).