

CHAPTER I

INTRODUCTION

A. Research Background

Vocabulary is important aspect in learning a foreign language. Without a proportional amount of vocabulary students will get trouble in their speaking, reading, listening, and writing. Vocabulary cannot be separated from other elements of English in teaching learning process especially in junior high school because vocabulary influences the ability of students in studying English language. Vocabulary consists of the range of words that can be used in all aspects of English skills especially reading. Students in junior high school would be easier in understanding the English text given by the teacher if they have lots of English vocabularies.

In teaching learning process the students may face problems. Based on the writer' experience during teaching at SMP PGRI 4 Pontianak, the problems appeared in class VIII B, when the teacher was giving the students an English text, the students always asked to the teacher what the meaning of English words within the text. Many students did not know the meaning of English words within the text. Another problem was when the students were answering the question based on the text, the students wrote the answers in incorrect spelling. As a result, the students did not understand what exactly the English text talked about and the students difficult to answer the following questions. In teaching learning process,

the teacher had done some efforts in overcoming the problems, by guiding the students in writing spelling of word, by giving students the meaning of English words. But, the students still forgot the meaning and spelling of the English words.

To overcome the problems, the writer conducted a classroom action research by applying games in classroom that can made the students easily remembered the meaning and spelling of English words. "Games can lower anxiety, thus making the acquisition of input more likely" (Richard-Amato 1988:147)

Games that the writer applied were index card match and jumbled letters game. Index card match was a fun activity to encourage students' interest in learning English and helped student to remember the meaning of English words. In this game, teacher distributed index cards to the students – every index card has pair. Each student had the opportunity to obtain a single card. In this case, students were asked to find pairs of cards where there were English sentence and its meaning on every index card. Other game to be used in this research was jumbled letters game. This game required a pair of students to rearrange jumbled letters to make a correct word in correct spelling. Words which were used in jumbled letters game were words that students have learned when the teacher gave a narrative text. The students remembered the words and this game trained students' spelling ability.

Index card match and jumbled letters game were able to make students easily remembered the meaning and the spelling of English words. In index card match, the students matched the card contained English words with the cards contained its meaning, this activity trained the students to remember the meaning of English words. As Zaini (2008:32) says that index card match is a fun learning strategy that is used to repeat material that has been given previously. Students remembered the English words and its meaning if they reread it continuously. In jumbled letters game, the students were given some words that they learned but in random order, they had to rearrange it into correct spelling, this activity trained students to write words in correct spelling. Suryana (2005:14) says that jumbled letters is a kind of game used for examining how well the spelling, giving words in jumbled letters and the students must arrange it into the right word.

In this research, the writer taught vocabulary by using index card match and jumbled letters games. It was a useful medium for teaching foreign language to junior high school students. By using both of teaching activities, it made the students remembered meaning and spelling of English words with fun activities. Thus, the more they dealt with vocabulary, the more they kept them in their mind.

B. Research Problem

In order to make this research consistent with the topic, the researcher restricted the general research problem into specific questions as follow:

1. General Research Problem

How can index card match and jumbled letters game improve students' vocabulary of the eighth grade students of SMP PGRI 4 Pontianak in academic year 2011/2012?

2. The Specific Research Problems

- a. How can index card match and jumbled letters game improve students' vocabulary in understanding the meaning of word?
- b. How can index card match and jumbled letters game improve students' vocabulary in writing spelling of word?

C. Research Purpose

Based on the research problems, the purpose of this research was to find out how index card match and jumbled letters could improve students' vocabulary in writing spelling of word and understanding the meaning of word of the eighth grade student of SMP PGRI 4 Pontianak in academic year 2011/2012.

D. Action Hypothesis

Teaching vocabulary by using index card match and jumbled letters game improved students' vocabulary in writing spelling of word and understanding the

meaning of word of the eighth grade student of SMP PGRI 4 Pontianak in academic year 2011/2012.

E. Terminology

In order to clarify the terms used and to avoid misunderstanding, the writer provides the explanation as follows:

- a. Improving is the effort to cause something to get better
- b. Vocabulary is the total stock of words in a language. Vocabulary used in this research is numbers of words within a narrative text given by the teacher.
- c. Jumbled Letters is a word puzzle game that has a group of jumbled letters and requires the students to rearrange them to make a correct word and correct spelling.
- d. Index Card in this research is a card which contains pictures, English sentence, and its meaning related to the material that the students have learned.
- e. Index Card Match is an active learning strategy with a technique to find pairs of index cards which randomly distributed to the students. It requires students to work together to find their match based on the index card they have.
- f. Classroom Action Research is a research that is applied in the class in order to find the solution of the problem faced when the teacher is teaching by using certain technique.