

CHAPTER 1

INTRODUCTION

1.1 Background of The Study

English is international language. It is used by people all around the world. According to Harmer (2007:20) people who have different language and culture meet in a country need to speak each other using one understandable language namely English. Another researcher, Freeman and Long (1991:1) stated that English plays an important role in the fields of business and commerce, science and technology and international language relations and diplomacy. It means that English is a lingua franca. Lingua franca itself defines as language widely used to communicate between two speakers who have different native language. English also used in many aspects, such as internet facilities, computer features, science books, etc. All of it uses English. Therefore, people who are not English native speaker are challenged to master English.

As commonly known, in learning language it has four major skills, such as listening, reading, speaking, and writing. In addition, all of them have different characteristic to master. Yet one of the most important things from all ways is vocabulary. Many students are difficult to remind some new vocabularies, especially when they want to make it in sentence. It could be happen in students who are not the native of English or who are in process of learning the English.

There are many kinds of research conducting of teaching English, especially in teaching vocabulary. Deighton (1971;61) stated that vocabulary is the most important component of language power in using the language.

Researcher has done developing teaching method and new media to make a new way in teaching vocabulary. One of learning media that well known is game, included board game.

A board game is game that involves counters or pieces moved on pre-marked surface or board, according to a set of rules. Games can be based on pure strategy, chance, or mixture of two, and usually have a goal that a player aims to achieve. Early board game represented a battle between two armies and most modern board games are still based on defeating opposing player in terms of counters, winning position, or accrual of points. There are many varieties of board games, one of them scrabble games.

Game can reduce the students' boredom and help them to learn vocabulary easily. According to Kuzu and Ural findings (as cited in Donmus, 2010, p.1449) when games and education are combined, it can be educative, and education environment can be entertaining. Sometime many teachers keep the teaching and learning process in monotonous ways. Their talk is formally in front of their students. For example giving explanation from book by grammar translation method is used by them. By using this method continually, it can make the students bored or less participation. In consequence, the teacher has to mix the method with new strategies, for instance game.

Scrabble game contains premium squares for quadruple word letter scoring. The game started by placing the letters on board. To the uninitiated, this game is determined whether you have good or bad letters on your rack. Simmons (2012:16) says that whilst there is undoubtedly an element of luck in the two-player game, there is also a great deal more skill than the casual observer may

realise. It just like vocabulary. Before the game begins, players should agree which dictionary they will use, in case of a challenge. According to Hasbro (2009:2) all words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe. The tiles must form words which in cross fashion, flow left to right in rows or downwards in columns.

Based on the problem above, the experiment the learning media (scrabble game) for the vocabulary learning is needed. The purpose of this research is to identify the effectiveness of scrabble game for students' spelling mastery in vocabulary learning for seventh graders of SMP Muhammadiyah 6 Surabaya.

1.2 Statement of The Problem

Based on the background above, the researcher would like to answer the research question, which formulated as follows:

- 1.2.1 Is scrabble game effective for students' spelling mastery in Vocabulary learning?

1.3 Objective of The Research

Based on the research of the problem stated above, the objective of the study is:

- 1.3.1 To find out the effectiveness of scrabble game for students' spelling mastery in vocabulary learning for seventh graders of SMP Muhammadiyah 6 Surabaya.

1.4 Hypothesis

The null hypothesis (h₀)

There is no difference in spelling mastery of seventh graders taught by using scrabble game and who are not.

The alternative hypothesis (h₁)

There is difference in spelling mastery of seventh graders taught by using scrabble game and who are not.

1.5 Significant of The Research

The researcher hopes that the result of the study will give an alternative way to teach English vocabulary at junior high school and will also be expected to give benefit for the students, teacher and the other researcher, as follows:

Practically

1.5.1.1 Teacher

They are inspired to get vary ways in creative teaching vocabulary.

1.5.1.2 Student

They are expected to easily maintanance vocabularies

1.5.1.3 For other researcher

It can be used as reference in conducting the same study for getting better result.

1.6 Scope and Limitation

This research will be focused under the scope of teaching field which only focus on experimenting a learning media for the vocabulary learning.

This research is limited on the effectiveness of scrabble game for students' spelling mastery in vocabulary learning.

1.7 Definition of Key Terms

1.7.1 Vocabulary

It is a list of words within in a language.

1.7.2 Vocabulary Learning

It is learning process to understand language component, such as words, clause, phrase and sentences related to the language skill includes speaking, writing, listening and reading.

1.7.3 Spelling

Forming words with the correct letters in the correct order.

1.7.4 Scrabble Game

A standard dictionary word game by placing letters in tile.

1.7.5 Seventh Graders of Junior High School

They are children who graduated from elementary school and continue their study in this grade.