

CHAPTER 1 INTRODUCTION

This chapter described the reasons for conducting the research and it was dealt with several points : introduction that concerned with background of the problems, identification of the problems, limitation of the problems, formulation of the problems, objectives of the study, significance of the study, and definition of terms as would be elaborated in the following sections.

A. Background of the problems

The most important language component of English language was vocabulary. Therefore mastering vocabulary was not only important, but that was very important in a foreign language environment. According to (Rowenhorst, 2006) that one of the keys to easy understanding of language was vocabulary or word meaning. Based on the expert opinion above, It could be said that the vocabulary strongly influences students' academic performance. So it was important to build vocabulary stock in large quantities communicate successfully.

According to (Nation, 2001) that the relationship between vocabulary knowledge and language used as complementary: knowledge of vocabulary enabled language use and, conversely, language use lead to an increase in vocabulary knowledge. But in vocabulary lessons, students sometimes felt lazy and did not want to learn vocabulary. So students did not pay attention to the explanations of their teachers, and sometimes they did something to keep themselves busy.

There were many problems in SMPN 2 Krian. Such as students were less discipline when learning process and didn't pay attention. It made bad atmosphere when learning process. Teacher must be able to make students more active and pay attention with used a model or technique. But that was not easy because teacher must prepare very well. Teacher could use some media such as laptop, lcd, picture, and so on. And the first way had to be done was to treat mood students. When they felt good or comfortable with their teacher. Learning process would run well.

There were some things that learn to memorize vocabulary to be boring, the first lack of interaction between teachers and students, the second boring teaching way, the third boring learning model. English as foreign language that was often learned by learner, and vocabulary was one of thing of boring lesson, because the learners felt difficulty when memorize unfamiliar words, and they had to apply in many exercises. So that was cause students feel difficulty to memorize the vocabularies being taught. The reseacher overcame to use a new learning model was needed to improve students in learning vocabulary, using Teams Games tournament Model.

Teams games tournament was a teaching technique in which the completion of the task was done through games. According to (O'Mahony, 2006) states that Slavin had found TGT increased basic skills, students' achievement, positive interactions between students, acceptance of mainstreamed classmates and selfesteem. This model could be applied in the class and hopefully improved students' participation. Why the researcher offers this model. Because contrasted to the traditional model. This model had some advantages. The first one was it provides new experience for both the teacher and also the students. With games, they would not be bored with the activities that they used to do. The second reason was that games give students challenges. This could arouse their curiosity, therefore they would be motivated to learn more in order to win the challenge. The third was games to help us to create a good learning atmosphere.

When students interact with other students, they had to explain and discuss each other's perspectives, which lead to greater understanding of the material to be learned. According to (Abass, 2001) that the struggle resolved potential conflicts during collaborative activity results in the development of higher levels of understanding. It was expected that with the good atmosphere the teaching and learning process would run effectively. And the important thing was that games also helped students to develop their social skills, through games they learned how to cooperate and to compete.

So, based on the background of the study above the researcher wanted to use the title of "The use of Teams Games Tournament

model to the students' vocabulary achievement as a undergraduate thesis

B. Limitation of the study

Based of the explanation above the limitation of the study was the use of teams game tournament model to the students' vocabulary achievement of junior high school grade 8. And the material would be learned is about greeting card on the junior high school.

C. Statement of the problem

Based on the background of the study, so the statement of the problem :

was there any effectiveness of using Teams Games Tournament (TGT) model to students' vocabulary Achievement ?.

D. The objectives of the study

The research was purposed to know the effectiveness students' vocabulary achievement of junior high school after being taught by using Teams Games Tournament (TGT) model.

E. The Significant of the Study

Based on the problem and the objective of this research, it could be known the importance of teaching vocabulary. So the researcher used Teams Games Tournament model to increase spirit of students in learning. To make it clear, significances that could be purposed by this research and it was described below.

1. For the student
 - a. Students could study vocabulary without boring.
 - b. Students would active to learn many vocabularies.
 - c. Students got many new vocabularies.

2. For the teacher
 - a. Teachers could apply the model to vocabulary learning.
Teachers could more easily know the ability and cooperation through the model.

