

# CHAPTER I

## INTRODUCTION

This chapter discusses the background of the study, scope and limitation of the study, statement of the problem, the purpose of the study, and significance of the study.

### **A. Background of the Problem**

A language is an efficient tool for communicating with others. It aims to communicate ideas, feelings, and share information from one person to another. One of the languages is English, it is considered as an international language. In Indonesia, English is a foreign language studied in elementary school, Junior High School, Senior High School, and College. There are four basic skills of learning English such as listening, speaking, reading, and writing while the three main components of English are vocabulary, grammar structure, and function. The main basis for understanding English skills is vocabulary. Linse (2005:121) argues that vocabulary is the collection of words that a person knows. It means that students should have plenty of vocabulary to help interaction with other people.

The students from SMA Intensif Taruna Pembangunan Surabaya should have good abilities in English vocabulary as they can support all English subjects in the classroom and can help them to know the meaning of what they learn in English subjects. There are some problems that make it difficult for students to master vocabulary. First, the students cannot express words well because they have difficulty in memorizing the meaning of words so, makes them feel bored in the classroom. Second, they are also lazy to open their dictionary to find the meaning and only ask the teacher. Those problems must be solved because it can be difficult for the students to continue the next grade.

Actually, there are many journals that have been done to influence students' competence in English vocabulary. In a research conducted by Asih (20014) that image as a medium in teaching English vocabulary, students can illustrate or describe something that can be seen and understood directly. The meaning of words can be

more easily remembered; it can also build students' English vocabulary mastery. From the other research conducted by Asminingrum (2010) presented that matching is one kind of vocabulary practice. Matching is another kind of multiple choices, but it is more enjoyable. The result of the research is enough or sufficient correlation between the students' mastery of English vocabulary and their ability in matching words.

In addition, there are some techniques can use in teaching vocabulary achievement which proper and suitable that can make the students feel enjoy. Achievement of vocabulary is very important because it can help many subjects in English learning. One of the teaching strategies to solve the problems above that can motivate students in learning English by using the suitable strategy such as a game. The game means entertaining and stimulating activities for students who do with others so, it is the right way to help students' competence in English vocabulary (Wright, 2006:1). By learning the vocabulary of using a game, students learn not only new words but also they are encouraged to be active in the classroom and learn by doing. Also, the learning process can be more interesting and fun. Based on those problems, one of the techniques is used Charades game. Charades game is a technique miming each part of a word (Rafinggi, 2006:76). It means that very suitable to apply in English vocabulary class. The students are easier to remember the words.

In this case, the researcher uses the Charades game to help students' vocabulary achievement in learning English. Charades game is very suitable to be apply to student competence in vocabulary. Therefore, the researcher conducts a research on the title "The Use of Charades Game to Students' Vocabulary Achievement for 12<sup>th</sup> Grade of SMA Intensif Taruna Pembangunan Surabaya".

## **B. Limitation of the Study**

The scope in this research is teaching vocabulary by Charades game and the limitation of this research is about talking about offering help on Senior High School.

### **C. Statement of the Problem**

Related to the background of the research above, the researcher formulates the research problem is: Is there any influence of the Charades game to the students' English vocabulary achievement for 12<sup>th</sup> grade in SMA Intensif Taruna Pembangunan Surabaya.

### **D. Purpose of the Study**

Related to the statement of the problem above, the purpose of the research problem above is to know the influence of using the Charades game to the Senior High School students' English vocabulary achievement.

### **E. The significance of the Study**

The result of this research is expected to be useful information for students, teachers, and researchers. They are described as follows:

#### 1. For the students

Learning vocabulary using the Charades game makes students easy to learn vocabulary, it can guide them to memorize and overcome their difficulties in understanding vocabulary. It makes students enjoy and fun in learning English without difficulty memorize the meaning of the vocabulary.

#### 2. For the teacher

The results of this research are to help the teachers find the alternative ways to teach vocabulary and to build their teaching and learning process. The Charades game provided by the teacher build the students feel comfortable so, it can give the positive assumption to the teacher.

#### 3. For the researcher

In this research, it can be one of the references to research behaviors for further research and give new knowledge of teaching vocabulary especially using game.