CHAPTER 1

INTRODUCTION

In this chapter, the researcher discusses about introduction of the research which consists of five sub chapters. They are background of the study, the scope and limitation of the study, the statement of the problem, the purpose of the study, and the significance of the study.

A.   Background of the Study

Discussing about learning grammar can be said as one of crucial language components which should be mastered by the students. It plays an important role which influences the four English skills, such as listening, speaking, reading, and writing. Without grammar, the students cannot use target language in both written and spoken communication well. However, learning grammar is not easy. It is challenging for the students who think grammar is boring, difficult, a lot of exercises, and so on. The main problem is many students of SMPN 1 Driyorejo get difficulties and make mistakes when they do the exercises about various grammar structures. Also, they find difficulties to arrange the sentences for expressing their ideas.

Those problems are caused by some reasons, such as the teachers use boring method in teaching and learning grammar, so that the students of SMPN 1 Driyorejo especially the seventh grade students have difficulties in understanding the various grammar structures. Therefore, teaching grammar should be interested for the students themselves and it can make them participate actively. English teachers should find creative and appropriate approach and method in teaching grammar so that the students take much participation and enthusiasm during the learning process.

Based on the students' problem, the researcher proposes an alternative solution in the form of game which can be used by English teachers in teaching and learning grammar, namely Climbing Grammar Mountain (CGM) Game. Games have a great pedagogical

value in supporting the teachers with a lot of benefits when they are used in foreign language classes. One of games which can be applied in the classroom to learn grammar is Climbing Grammar Mountain (CGM) Game. Gunn & McCallum (2005) point out that Climbing Grammar Mountain (CGM) Game is a kind of educational game which can be used to learn, review, understand the various grammar structures. This game is to determine correct and incorrect sentence. The students climb the mountain if the sentence is correct. In contrast, they fall down if the sentence is incorrect. Gunn & McCallum (2005:41) argue that Climbing Grammar Mountain (CGM) Game has a lot of benefits for the students in foreign language education, such as it is able to review grammar and enhance students' understanding grammatical usage, sentence construction, and various stuctures.

Furthermore, there are several research journals which related to this research, like a research written by Arista (2013). She shows that there is a significant effect of using Climbing Grammar Mountain (CGM) game in teaching expressing daily activities. It is shown by the students' score of post-test which was better than pre-test. She concludes that using Climbing Grammar Mountain (CGM) Game is an effective way to reinforce the students' mastery of simple present tense for expressing daily activities. Another research is written by Haqiqi (2017) who claims that the effect of Climbing Grammar Mountain (CGM) Game plays an important role in enhancing students' noun phrase mastery. He concludes that using Climbing Grammar Mountain (CGM) Game gives a lot of benefits, such as the students more enjoy and attractive in learning process, the students can understand and identify form of noun phrase easily.

As additional points to expose, the researcher is interested in this study because the problems of the research are very interesting to be investigated in term of teaching and learning English, especially for students. The researcher chooses the solution in the form of game in learning grammar because it is fun practice which can reinforce what has already been taught. It presents a lot of opportunities for the students to show their skills not only in grammar but also in many language areas. Also, it can help to

activate students who are inactive before, due to lack of interest. Based on the problems stated by the researcher above and considering how important the grammar to be mastered by the students, the researcher is interested in conducting this research entitled "The Use of Climbing Grammar Mountain (CGM) Game towards Students' Vocabulary Achievement." Through this game, it is expected to help the students to understand the various grammar structures easily.

B.   The Scope and Limitation of the Study

To make the research appropriate to the purpose of the study, the researcher makes a clear border in order to keep focusing on the direction of the research. So, the scope of this research is teaching grammar by using Climbing Grammar Mountain (CGM) Game. The limitation of this research is about singular and plural by using Climbing Grammar Mountain (CGM) Game on the 7th Grade of Junior High School.

C.   The Statement of the Problem

Based on the background of the study above, the problem of this research is formulated on the following research question :

Is there any effect of using Climbing Grammar Mountain (CGM) Game towards students' grammar achievement for 7th grade of SMPN 1 Driyorejo ?

D.   The Purpose of the Study

Based on the statement of the problem above, it is found on the problems that have been revealed earlier about the main problem of learning grammar, so the purpose of this research is to find out the effect of using Climbing Grammar Mountain (CGM) Game towards students' grammar achievement for 7th grade of SMPN 1 Driyorejo.

E.   The Significance of the Study

The researcher hopes this research be beneficial for the students, teachers and other researchers generally. The significances of this study are:

1.   For the students

This research is expected to be useful for the students who have the problems in learning grammar because it can help them to reinforce and review their knowledge about grammar. Also, it gives deep understanding in learning various grammar structures.

2.   For the teachers

This research is expected to be beneficial for the teachers because it can give the alternative solution and additional game for the teachers in teaching English, especially grammar.

3.   For the other researchers

This research is expected to be beneficial for the other researchers because it can be the reference for those who want to conduct a research in teaching and learning grammar by using game.