CHAPTER I

INTRODUCTION

A. Problem Background

Learning English in several countries has become a subject in recent years because of the impact of globalization and everyone must master and understand English to adapt to the era of globalization. English is one of the International languages for communicating with people between various countries or groups of people in the world, English is also used by almost everyone in the world.

The digital era makes the world borderless because of distance and time that seems to be connected via the internet. A lot of information in cyberspace is presented in English, this is what makes the ability to master one of these international languages very important to have. English serves as a tool to communicate in everyday life, to gain knowledge, to carry out interpersonal communication, to share information and to enjoy language lessons in English culture. In Indonesia, English has an important role in education. So it puts English in their educational curriculum. English skills are divided into four basic skills, namely: listening, speaking, reading and writing. The first step in mastering the four English skills is to learn vocabulary.

Vocabulary is one of an important element that should be learnt by students. Based on the explanation above, it is known that vocabulary is needed in order to express an idea of someone. Without words to express the wider ranger of meaning, communication in a foreign language just cannot happen in any meaningful way.

In teaching vocabulary, the students do not have a sufficient number of vocabulary, the students will not be able to communicate with order students. However, vocabulary mastery has big impact in students' English Learning. For that reason, it is important to gain students' vocabulary mastery.

In addition, the researcher also obtained a vocabulary mastery score from the pra-survey results for the tenth grade students' of Senior High School State 3 Metro. Vocabulary scores can be seen in the table below.

Tabel 1.1

Tenth Grade Student's Vocabulary Score in Pre research

No	Category	Score	Students Frequency	Percentage
1.	High	80-100	27	8%
2.	Average	65-79	100	31%
3	Low	10-64	194	61%
Total			321	100%

Source: Research Pre-test

Based on the pra-survey above, it can be seen that there were 27 students who got score 80-100 in the high category and got the percentage of 8%, then there are 100 students who score 65-79 in average category and got the percentage of 31% , and there are 194 students who got the score of 10-64 in the low category and got the percentage of 61%. So that the total number of students is still lacking in vocabulary mastery.

The researcher got many problems in learning vocabulary (1) internal factors there are: the students did not get the point from a text, even it was the simple short text from their student's book, the students confused and cannot answered the question from the text because they did not know the meaning of the lack vocabulary, students are less concentrated in understanding the English lesson in the afternoon class, students' motivation and interest in learning English is still lacking,students have difficulty identifying information implicit and explicit due to lack of vocabulary, students have difficulty in mastering vocabulary skills and students have diffulcty to memorize the vocabulary, (2) external factors such as: the class near the field and the roadside, so there is a lot of noise, the distraction from friends while studying, uninteresting presentation of the material, the unfavorable classroom environment, a noisy school makes students not concentrate on learning, inadequate learning instruments and facilities and the limited of study time.

There are many ways that can be used to promote students' vocabulary mastery. By using an attractive game in creating a good atmosphere in classroom activites. The teacher have to know how to attrack students's interest and design the materials whivh are easy to be understood for students during in the class, so that it should be used be interesting game.

Refering the background at the study above, the researcher selected at the tenth grade of Senior High School State 3 Metro to offer Crossword Puzzle to implement the students' vocabulary mastery. The Puzzle as a kind of game in which the students are finding the name of the thing based on expression or sentence. It is obvious types of selfmotivating activity which will arouse the students interest in learning language and the vocabulary puzzle can keep a student enganged in the lesson. Thus, games create a happy situation and they can definitely increase motivation. Games are more effective than conventional way in teaching vocabulary. Thus, vocabulary becomes more enjoyable. From the explanation above, the researcher wants to conduct experimental research entitled: "The Effectiveness of using Crossword Puzzle Towards Students' Vocabulary Mastery At The Tenth Grade Students' of Senior High School State 3 Metro".

B. Problem Identification

Based on the background of the study above, the following problems are identified as follows:

1. Students have diffulcty to memorize the lack vocabulary
2. Students get difficulty in understanding text from their student's book.
3. Students get difficulty in answering the question based on the text from their student's book.
4. Students' motivation and interest in learning English is still lacking
5. The unfavorable classroom environment
6. Uninteresting presentation of the material

C. Problem Limitation

The problem of this study will be the limitation of this research of using Crossword Puzzle as the teaching technique towards students' vocabulary mastery, especially at the Tenth grade of Senior High School State 3 Metro.

D. Problem Formulation

Based on the background of the study, the problems are formulated as follow:

1. Does the Crossword Puzzle have an effectiveness on teaching students' vocabulary mastery?

2. How does the significant different students' vocabulary mastery before and after being taught by using Crossword Puzzle in teaching Vocabulary mastery for students' Tenth grade of Senior High School State 3 Metro?

E. Research Objectives

In line with the problem statements above, the objective of the study are as follows:

1. To find out the effectiveness of using Crossword Puzzle for students' vocabulary mastery in the Tenth grade of Senior High School State 3 Metro.

2. To find out significance different of the students' vocabulary mastery before and after being taught by using Crossword Puzzle for students' vocabulary mastery in the Tenth grade of Senior High School State 3 Metro.

F. Research Scope
1. This research is an experimental research
2. The subject of research are student at the tenth grade of Senior High School State 3 Metro
3. The object of this research is Crossword Puzzle
4. The place of the research at the Senior High School State 3 Metro School
5. The time of this research is conducted at the tenth grade of Senior High School State 3 Metro

G. Research Benefit

The researcher hope that this research has the benefit that are divided into theoretical and practical benefit as follows:

1. Theorictial Benefit

This research is expected to be useful for learning read and can be used to give us evidence about theory based implementation on the problems encountered above. Furthermore, the results of this study are expected to enrich the theory and can be a reference for further research related to the Crossword Puzzle in improving students' vocabulary mastery in the tenth grade students

2. Practical Benefit

Practically, these findings are useful and relevant for:

a. English teachers: This research provides important information in trying to determine reading teaching techniques in the classroom and can increase student vocabulary Researchers provide some information and instructions on how to use crossword puzzles to learn vocabulary as an interesting

strategy to teach in the classroom. English teachers can implement these strategies in their classes continuously.

b. Other researchers: This research can be used as a reference, and Researchers hope that this research can inspire other researchers who are interested in this topic. This research can stimulate other researchers to develop further research related to this topic. Researchers also hope that this research can increase knowledge and experience of scientific thinking, as well as determine the feasibility of using crossword puzzles in teaching vocabulary.

c. Students: This research is useful to motivate them to read more texts and can increase their vocabulary mastery through crossword puzzle.This research is useful for motivating them to read more texts and can improve their vocabulary mastery through crossword puzzles. And Researchers hope that this research can provide positive value to students, make classes fun, active and students become more interested in crossword puzzle strategies. The results of this research will provide student motivation and update learning media in vocabulary mastery.