

CHAPTER I

INTRODUCTION

A. Background of Study

English consists of skills and components that can not be separated. English skills consist of listening, speaking, reading and writing. In addition, English components consist of pronunciation, grammar and vocabulary. Vocabulary is one of the components that important in teaching English as a foreign language, besides the others components like grammar and pronunciation.

Vocabulary is one of the components of a language, besides sound system, grammar and culture. Students who want to learn a target language, in this case English, of course have to learn those elements (Nismawulanjani, 2016). It means that the there are some of components of a language. One of them is vocabulary. The learners who want to learn English, they have to learn those elements.

Learning English vocabulary seems difficult for some Indonesian students to master as it is completely different from Indonesian language itself. They find difficulty to memorize new words and to enlarge their vocabulary knowledge. In fact, having low vocabulary proficiency will cause an obstacle for the students in learning English. While they have limited vocabulary in their minds, they are not able to use language accurately. It means that if the students are lack of vocabulary, it will influence them to use language skillfully to express their ideas.

In the Elementary school, teachers need appropriate strategy to teach the students in particular contents of the English subject. Thus, teachers should have a good strategy to be able to teach their students. One of the strategies is having games in the class. Teacher's skill has the important factor among others to achieve the teaching goal. Succeed of students depends on their teacher and the students themselves.

As a matter of fact, when the researcher did pre-survey at fifth grade of Eelementary school N 04Sendang Agung, there are some problems found in the learning process such as: the condition of the students' lack of vocabulary that will make them unable to utter the word during teaching and learning English

in a class, the students do not understand the meaning of vocabulary, the students had low achievement in mastering vocabulary, the students do not confident to mention relating to the object. Consequently, the students had difficulties in mentioning the words and writing short sentences. The main problem is the way how to manage the class during teaching and learning process. The teacher should make the students conducive and interested in the learning process. The researcher got some data from English teacher and the data show in the table 1.1 below.

Table 1. Presurvey vocabulary score in the fifth grade of Elementary school N 04 Sendang Agung.

No	Category	Score	Students Frequency	Percentage
1.	High	80-100	21	37 %
2.	Average	65-79	16	29 %
3.	Low	60-64	19	34 %
			56	100%

Sources: Based on individual practice result at first semester in fifth grade of Elementary school N 04 Sendang Agung.

Depend on the Pre-survey above, it can be seen there were 21 students who got score 80-100 who belong to high category, there were 16 students who got 65-79 who belong to an average category and there were 19 students who got 60-64 who belong to a low category. In fact, the standard minimum (KKM) of English learning is 65, when the lowest score is 60, the vocabulary are not reached by students.

In Elementary school N 04 Sendang Agung, the learning technique is low because the teacher only apply memorizing ten vocabularies before learning. The lack of media used in teaching vocabulary will make students be bored and inactive in the class. It means that the teacher should move and change the technique of teaching and learning process. The technique can help the students, the teachers, and the lecturers to support the teaching and learning process.

One of the important techniques to teach vocabulary is charades game apply in teaching vocabulary in the class. Charades is a game for teams of players in which one team acts a word or phrase, syllable by syllable, until other players guess the whole word or phrase. Charade technique is a technique to make a word to aid in recalling the word. It means Charade technique can help students in vocabulary and can ease students in remember the word.

Based on the statement above, it can be concluded that the use of charades game technique is very important in teaching and learning process in the class. The researcher conducts a research entitled “The Effectiveness of Charades Game Technique towards Vocabulary Mastery at Fifth Grade in Elementary school N 04 Sendang Agung in the Academic Year of 2021/2022”.

B. Identification of the problem

Based on the background of study that has been explained above, the researcher identifies the problem as follows:

1. The students' lack of vocabulary that will make them unable to utter the word during teaching and learning English in a class.
2. The students do not understand the meaning of vocabulary.
3. The students had low achievement in mastering vocabulary.
4. The students do not confident to mention relating to the object.
5. The students had difficulties in mentioning the words and writing short sentences.

C. Problem Limitation

Based on problem identification above the researcher limits the problem. The limitations of the problems are:

1. The students' of vocabulary that will make them unable to utter the word during teaching and learning english in a class.
2. The students had low achievement in mastering vocabulary.

D. Problem Formulation

Based on the background of study above the researcher formulates the problems as these: Is there any significant effectiveness of using charades game toward students' vocabulary mastery at fifth grade in Elementary school N 04 Sendang Agung in the academic years 2021/2022?

E. Research Objectives

According to problem formulation above, the research objective in of this research is as follow: To find out whether using charades game toward students' vocabulary mastery at fifth grade in Elementary school N 04 Sendang Agung in the academic years 2021/2022 is significantly effective.

F. Research Scope

This research is conducted at fifth grade in Elementary school N 04 Sendang Agung in the academic years 2021/2022 that consists of two classes with 56 students. This research is focused on the effectiveness of using charades game toward students' vocabulary mastery.

G. Research Benefit

After the research objective is found, the researcher establishes the research benefits as follow:

1. For English Teacher

The results of this research are expected to help teacher in teaching vocabulary and give useful contribution for the institution and practice of foreign language teaching.

2. For students

The results of this researcher can be used to help students in learning vocabulary. It means that charades game can make students more active adding their own vocabulary.

3. For other researcher

Hopefully the result of this study can be useful for other writer who has interest to make research in the same topic and purpose.