

CHAPTER I INTRODUCTION

A. Problem Background

Vocabulary is the foundation to build languages, it plays a fundamental role in communication. It means that people needs vocabulary to communicate with the others people. Vocabulary is needed to improve the four language skills, namely listening, speaking, reading, and writing. Vocabulary has word classes namely verbs, nouns, adjectives, pronouns, numerals, conjunctions and adverbs. It shows that vocabulary has a special place in the teaching of the foreign language at school because vocabulary is the basis for students to communication with others.

Vocabulary is very important in the aspects of English both for reading, writing, listening, and speaking skill because without vocabulary students cannot convey ideas, opinion or anything else. That is why, vocabulary has a very important role in school.

However, there are still many students in junior high school at Budi Utomo Orphanage of Metro that have obstacles in mastering vocabulary so that students cannot express their opinions well because of the limited vocabulary students have. There are several factors that make students occur obstacles in mastering vocabulary such as the teacher does not use interesting media in the learning process, the lack of students interest in learning vocabulary, the lack of students motivation in learning vocabulary and students are embarrassed to ask the teacher when students feel there are problems in the learning process. These factors can all hinder the learning process in the students when not handled.

Actually the students have many problems in learning because the method used by the teacher in the school are less attractive until the students feel bored in following the process of learning English in the class. The media used in the learning process are very influential in the results of the students learning achievement in the class.

To know the capability of the students the researcher gives student score data in table 1.1.

Table 1.1
Pre Survey Data of Students English Club in Budi Utomo Orphanage of Metro

Category	Range	Frequency	Percentage
High	80-100	4	18,18%
Medium	70-79	5	22,73%
Low	30-69	13	59,09%
Total		22	100%

Based on the table above, it could be summarized that among 22 students there were 4 students or 18,18% that could achieve into high category, and 5 students or 22,73% that got medium category. Meanwhile, there were 13 students or 59,09% that got low category.

From the data obtained in the table above there are still students who get low scores that means the teacher's role is really needed to help students in the learning process and also the teacher needs to use interesting media so the students can easily understand learning in the classroom. An interesting media can make students become more enthusiastic in learning English, because many students assume that English is difficult. so the role of media is very important to be used in helping the learning process.

One of kinds to teaching media that can make students interested to learn English is playing games in the classroom. Games can be used to interest the students in learning because students will not feel strained in the learning process. Certainly, the students need something interesting that makes them happy and enjoy when them learn about English.

One of games that can improve the students' vocabulary mastery is Stand up Sequence Game. A game that played by group of students called Stand up Sequence Game. That is why the researcher want to conduct a research with the tittle "*The Effect of Using Stand up Sequence Game Toward Students' Vocabulary Mastery of Budi Utomo English Club of Metro in 2020/2021Academic Year* "

B. Problem Identification

The researcher identified the problems that discovered as follows:

1. The students ability in English vocabulary is low.
2. The students have low motivation in learning English.
3. The students' is not interested in learning English vocabulary

C. Problem Limitation

There are many kinds of media in teaching English and the researcher is quite interested in conducting a study that focuses on The Effect Of Using Stand up Sequence Game Toward Students' Vocabulary Mastery Of Budi Utomo English Club Of Metro In 2020/2021 Academic Year and the researcher would like to limit the scope of the study. The writer wants to know whether Stand up Sequence Game can affect students' vocabulary mastery, or not especially in noun and verb.

D. Problem Formulation

Considering the background above, the researcher focused on the following question:

1. Is there any the effect of using Stand up Sequence Game in teaching vocabulary mastery for students' in Budi Utomo English Club of Metro ?
2. Is there any significant differences by using Stand up Sequence Game in teaching vocabulary mastery for students' in Budi Utomo English Club of Metro?

E. Research Objective

The objectives of study are follows:

1. To find out the effect of using Stand up Sequence Game in teaching vocabulary for students' in Budi Utomo English Club of Metro.
2. To find out the significant differences by using Stand up Sequence Game in teaching vocabulary for students' in Budi Utomo English Club of Metro.

F. Research Scope

The scope of this research is following:

1. The research design of the research is Experimental Design.
2. The subject of the research is The Students of Budi Utomo Orphanage English Club of Metro in 2020/2021 Academic Year .

3. The object of the research is Stand Up Sequence Game in vocabulary learning class.
4. The place of the research is in Budi Utomo Orphanage of Metro
5. The time of the research is conducted in 2020/2021 Academic Year.

G. Research Benefits

The researcher expect that this research gives benefits to:

a. For The Students

The researcher hopes this research give benefits to the students in Budi Utomo Orphanage English Club of Metro. This research is expected to help the students in vocabulary learning.

b. For The English Teacher

The researcher provides some information and instruction about how using Stand up Sequence Game to learn vocabulary. Using Stand up Sequence Game can be one of solutions to be implemented in vocabulary learning.

c. For Future Researcher

The researcher also hopes that this research can inspire the other researchers who are also interested in this topic. Hopefully, this research can stimulate other researchers to develop more and conduct further research related to this topic. It is also hoped that future researchers are able to develop more about the use of Stand up Sequence Game to teach vocabulary.