

## **CHAPTER 1**

### **INTRODUCTION**

#### **Basic Consideration**

Studying a language cannot be separated from studying vocabulary. Vocabulary is one of the language components which has to be mastered by the students in learning a new language. According to Kamil & Hiebert (2007) in their article accessed from internet, they broadly define; vocabulary is knowledge of words and word meanings. It is very essential to improve the four language skills (listening, speaking, reading and writing) that are very useful in conducting communication and studying other language. Without having sufficient number of English vocabulary the students will not be able to communicate correctly in English. There are some missing hand who believe that vocabulary is very important in studying a language, especially in foreign language. Kustaryo (in Arisanti, 2008) states that the mastery of vocabulary would directly imply the mastery of the four language skills.

It is very important to master vocabulary by children who are learning a foreign language coherence. Teaching English to the elementary school students is not an easy task since it requires a lot of creativity. Their world is still full of enjoyable activities. If English is taught interestingly, it will motivate them to learn it better. According to the National Reading Panel (2000) says that explicit instruction of vocabulary is highly effective. To develop vocabulary intentionally, students should be explicitly taught both specific words and word-learning strategies. So, in teaching English to elementary school students, the teacher is supposed to know that children is so close with something fun and enjoyable and whenever he/she teach, he/she has

to be selective in choosing a strategy to introduce a learning material. A good teaching strategy will automatically facilitate him/her to get students' interest in learning process.

Considering the importance of the vocabulary, it should be taught well to students.

Based on the preliminary observation in Al-Mourqy elementary school, there are many students who have problems in mastering the English vocabulary items which they learn. This is because there are no good strategy from the teacher to set the students interest and motivation in learning English. One of many teaching strategies that can be engaged to foreign language learners is game, it is believed that it can give an element of fun to learners. It has been the reason why I have been motivated to present a teaching strategy which involves a game as a media for teaching on vocabulary to young learners. The game will be circle games, "*circle games are any games or activities that involve the whole class, sitting in a circle, that the games recycle vocabulary and involve an element of fun*", Joanna Budden (2006:1-2).

By providing game as a media in teaching vocabulary to elementary school students, I hope that it will make them feel something pleasant and feel it different from what they get in the class. The use of game will stimulate them to be more active and it was really match with the students' world where pre-level students like to study through movement. By the activity, they were given an opportunity to express their mind, emotion, feeling and attitudes when they were involved in it. Reviewed at the explanation above, I assumed that the use of game was one of good strategy and effective ways to teach and to motivate them as young learners to study.

Based on the description above, I interest to make the research under the title: “The Impact of Circle Game As A Strategy To Improve The Students’ Mastery In English Vocabulary”.

### **Problem Statement**

I intended to focus on answering the question: Is there an impact of circle game as a strategy to improve the stdents’ mastery in vocabulary?

### **Objective of Study**

The objectives of this study based on the problem statement above is to find out whether circle game can improve the students’ mastery in English vocabulary or not.

### **Reason for Choosing the Topic**

The topic is chosen by considering some reasons:

1. Vocabulary is a part of language component that play an important role in learning a language.
2. The students of elementary school have problems in mastering the English vocabulary items which they learn
3. Teaching English to the elementary school student is not an easy task since it requires a lot of creativity. Their world is still full of enjoyable activities. If English is taught interestingly, it will motivate them to learn it better.

### **Scope and Delimitation of Study**

This study will only focus on the impact of circle game in improving the students’ mastery in vocabulary. English vocabulary in this study will be limited to the names of things in the class, numbers, places, transportations, and pets.

### **The significance of Study**

The significance of this research are as follows :

a. Student

It will improve the students' mastery in vocabulary that they can enjoy following the lesson without taking it too seriously. Moreover, by having the situation, they are expected to have an improvement in their mastery in English vocabularies, which appear in their result of the study.

b. Teacher

It would give them a description about how to teach and to motivate the students to learn about English especially in vocabulary learning, they would not be stuck only in some particular teaching strategies. The use of game, in this context "circle games" can be a good alternative or variation in teaching vocabulary, where it will make the students enjoy following the lesson.

### **Relevance of Study**

Every research has different ways begin from their title until technique collecting data. Actually, I found some research in library and I identified the research related with my research especially talk about vocabulary, that is Intan Stephanie (2010) "Improving Students' Ability in Mastering Vocabulary by Using Marketing Game". She has proven that there was a significant difference of the students' achievement in mastering English vocabulary by using marketing game. Her study was an action research to the fourth grade students at SD Negeri 98 Kota Utara that consist of 30

students. Her data was collected by giving test of vocabulary which consist the multiple choice type test. In analyzed the data, she used homogeneity analysis. Nevertheless, in my research I will use circle game as a media to improve the students' mastery in English vocabulary. The sample of my research is one class of fourth grade students of AlMourqy elementary school that consist of 24 students. I use quasi experiment method by using The One-Group Pretest-Posttest Design. And to analyze the data, I used statistic calculation of SPSS version 16.