

Chapter I : Introduction

This chapter mainly discusses about research background, research question and reason for choosing this topic, research purpose, significances of research and the delimitation of research.

Background

Communication is very important for human being all over the world. People will understand and interact each other by doing communication. Communication itself is a mean of delivering and conveying messages to others and making them understand the content of the message. It is often accomplished by using language. People can deliver and share the ideas, thoughts and opinions through languages. As a means of communication, language is transmitted through four skills which cover listening, speaking, reading, and writing. Furthermore, to support all those four language skills, English learners should learn the language component such as: grammar, vocabulary, and pronunciation". So, if the English students want to master the four English skills, they have to possess adequate knowledge about some fundamental aspects of language that is really important in building communication. It is known that vocabulary is the most essential part in mastering language.

In terms of language teaching and learning, the most difficulties often appear is many students are difficult to understand when the teacher was explaining material in front of class especially when using English. This is practically not only hard for them to understand, but also they are having difficulties in the aspect of catching the vocabulary, understand its meaning and

remembering what they have already learned. In other words, students are mostly facing the difficulties in learning English when they do not have enough vocabulary mastering. Moreover, Allen (1983, p.199) believed that “vocabulary is very important in a language, when we learn a language like English we learn the word of the language”.

Most of language learner, in any school level, would have the similar obstacles when they are the beginner of language learning especially when the language is not their first language. Having a huge number of vocabularies will be the biggest problem they encounter. It is a common problem faced not only students in the schools but also students who learn the language in a course place. The problem has already been brought, in fact, into a course place which is located not only in a big city but also those places in small town.

Gorontalo particularly is a developing province with variety potential which can be explored and developed. In the city of gorontalo, there is one course called Intensive English Course (IEC). It is located at central city of Gorontalo in Irian Street No. 1. The place was firstly operated in the year of 2011. Based on the preliminary observation toward the instructor, the problem surrounding students' English mastery is commonly the number of vocabulary they mastered. The less number of the words they have, the smaller possibility for them to participate the class actively. Therefore, the instructor will have to be more and more creative in preparing the material as well as the teaching method before they enter the class.

Hermer (1999) assumed that “vocabulary is word selection to convey meaning of an idea. Some word can be easy to refer something; however some

word can be hard to understand because the meaning are modify appropriate with the context". So, the more vocabulary students have, the easier to students communicate in English. Vocabulary should be owned by anyone who wants to communicate English well.

Despite the difficulties in mastering the large number of vocabulary in English, teachers' / English instructor are especially demanded to be more sensitive in knowing the students learning situation. In such a boring learning situation, students will only draw to understand nothing. However, as a language instructor, we are actually already being offered with various teaching method. One of very good method in teaching English that can be adopted is by using variety games. It is similar to what Hadfield and Kim believes. Hadfield (as cited in Nelson, 1985, p.4) stated that "a game is an activity with rules, a goal and element of fun". Furthermore, Kim (2006, p. 11) also stated that "game is one of the best way to teach language in the classroom".

Unfortunately, English have a very wide language element which should be though toward the English learner in every level particularly. Thus, choosing the appropriate games to be used which is also appropriate with the learner level is very important. A certain level of in which English learners are studying might need a game that suits their learning situation.

The researcher chooses snakes and ladders game as a supporting media in enriching student's vocabulary. The reason is, the students are Intensive English Course high level students and most of them have already familiar with the role how to play this game. Kamali (2014) have already conducting the similar

research by using the game and the result the game is giving a significant influence toward the student's vocabulary achievement.

In addition, snakes and ladders are very simple and easy game to be applied in classroom. The technique in this game is students playing game like their playing snakes and ladders, they have dice and have alphabet in every square, when their throw the dice and they get the numbers means that 1 is A, 2 is B, 3 is C, 4 is D, 5 is E, and 6 is F, they can stand above in the letter of alphabet and students must say what the word that from the alphabet, for example : student throw the dice and he get 1 means A, so will count one box from start and will stand at the corner marked with letter A and answer the question that researcher do. Every time he throw the dice, and get 2, he can move in 2 corner after the corner before. It will continuously and alternate every student. The students move his/her corner to next box if the answer is correct. But, if it is wrong, the player must stay at the corner.

In applying a certain method, games particularly, the game will have its own advantages and disadvantages. Snake and ladder game certainly have it. According to Meipina (2014) many advantages of using snake and ladder game, those are: snakes and ladder can be used as a media to teaching vocabulary in speaking, because make students felt happy in the class during learning process. Students don't get any problem with this game used in the learning process and certainly easy for students.

Linked to the previous explanation, in which students are mostly having trouble with the vocabulary in learning English, and those students are particularly

the students of high level in Intensive English Course students, thus a research entitled *Enriching Students Vocabulary through Snakes and Ladders* be conducted.

Research Question

Based on the basic consideration before, this research question bellow : Can snakes and ladders game enrich the students' vocabulary?

Research Purpose

The aims of this study is to investigate whether snakes and ladders games can enrich students vocabulary or not.

Reason for Choosing the Topic

The researcher has the following reasons in choosing this topic, those are:

- a. Many students are difficult to understand English language because lack of vocabulary. So the researcher need to overcome this problem.
- b. Sometimes the students bored in teaching English particular is vocabulary. So game especially snakes and ladders is one of the ways to develop students vocabulary comprehension and students already known about basic of snakes and ladders game.

Significance Of Research

The significance of this research can be classified into two parts, practical and theoretical.

For practical contribution, this research is expected to make students easier enrich their vocabulary. For the teacher it can be brand new game can be used to teach in elementary school in enriching their vocabulary.

For theoretical contribution, this research is to development knowledge about the way, how to enrich students' vocabulary. Moreover, this study will become an input of scientific information.

The Delimitation Of Research

Based on the previous problem, researcher limits this study only noun (kinds (common, proper), grammatical number (singular, plural and countable, uncountable) and gender (feminim, masculin))