

CHAPTER I

INTRODUCTION

A. Background of the study

The increasing need triggered by developing era demanded the worldwide society decorate their human resources fine if you want to complete to the opposite countries. In responding this situation, the position of communication had come to be a element that could not be separated from this condition. As English has turn out to be very effective language in the world, it have become one of international languages, maximum global community used English as a media of communiqué with another.

English as an international language noted using English by means of people of various nation so as to communicate with one another.¹

As the vital of English in conversation, it became no longer something difficult to see that the language become regularly used either to formal and informal locations such as foreign companies, embassy office, tourism sector and many

¹ Muhammad Reza Talebinezhad,, dan Muhammad Ali Akbar, *English*,(2007).

other locations. Different from Singapore, Bangkok, Malaysia and India, they put English as their second language as their language communication even as Indonesia placed English as its foreign language. It changed into used as an tool of utilizing modern-day sciences and technology for national improvement and it was also used as a median of communiqué whilst Indonesian want to speak to people from overseas. No doubt that handiest few Indonesians mastered of it, most of them tended to ignore it, they used to think that foreign language become now not something useful for their day by day lifestyles and found out of it would handiest waste of time.

As the most important foreign language in Indonesia, English became one of the compulsory subject taught in junior high school, senior high school and some semesters at university. as the result the government always made effort to improve the quality of English teaching. By improving the teachers quality and others component involved in educational process, the English teaching in Indonesia improve time to time.

In line with the government's plan to have nine compulsory studies, it was possible to teach English in

elementary school. By applying the foreign language to early level (elementary school students), the students language was expected to be satisfactory although it was only in simple English. As teachers know, since English mostly become difficult subject, it handicapped them (students in any level) all the time whenever they did an English test, this condition would certainly affect to their result of study.

One of the most important language components was vocabulary. The mastery of it would be very helpful when one was learning foreign language having a great mastery on it, it would also facilitate him to comprehend the subject learn in which it was in English. As teachers concluded that the quality of one's language skill depended on the quality and the quantity of vocabulary mastered, the more he mastered the vocabulary the better he used the language skill.

Game was an activity that could give enjoyment in teaching and learning process between teacher and students. It was also such a great way to encourage the whole students in the class to work together and to provide an often-welcome change in working pattern. They were mostly applied to young

learners, but teenagers would play them and so would the right kind of adult class: one that did not take itself too seriously.

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

This study would present a vocabulary teaching strategy to seventh grade students. In which it was going to be very pleasant and interesting for young learners. The teaching strategy was about "The Use of Game (Circle Games) in Teaching Vocabulary to seventh grade students" conducted within a set of rules in the objectives.

That was the reason why the writer choose the topic “The Use of Circle Games as a Strategy to lecturer the Students in English Vocabulary: An experimental Research at Seventh Grade of Mts Modern Boarding School Darunna’im” as the title of my final project which was mentioned as follows:

- a. The use of circle games would improve the Seventh Grade students’ mastery in English vocabulary.
 - a. Vocabulary was a part of language component that played an important role in learning a language.
 - b. There were still many teachers who did not know what kind of teaching strategy that could be used to teach vocabulary.
 - c. Many teachers still thought that teaching vocabulary through game was only wasting of time.

B. Identification of Problem Research

Based on the background about Use Circle Games as a Strategy to Improve the Students in English Vocabulary, some problem could be identify as follow:

1. The students have little desire to learn vocabulary
2. Most of student feel bored and sleepy in learning English vocabulary
3. The teacher's method in teaching English, especially in English vocabulary is not make a students bored

C. Statement of Problem

Based on the background of the above research, the statement of problem are:

1. How is the students score assessment on Circle Games vocabulary at the seventh grade of MTS Darunna'im ?
2. How is Circle Games used in teaching improving students vocabulary at the seventh grade of MTS Darunna'im ?
3. Is there any significant effect of using Circle Games on improving student vocabulary at the seventh grade of MTS Darunna'im ?

D. The Objective of the Study

Based on the statement of the issue, the researcher has some the objective of the problem those are:

1. To find out the students score on Circle Games vocabulary at the seventh grade of MTS Darunna'im
2. To find out how Circle Games applied in teaching improving students vocabulary at seventh grade of MTS Darunna'im
3. To find out significant effect of using Circle Games on improving students vocabulary at seventh grade of MTS Darunna'im

E. Significant of the Study

The writer hoped this thesis will be useful to:

1. Student

The use of game was a great way to improve the students in vocabulary that they could enjoy following the lesson without taking it too seriously. Moreover, by having the situation, they were expected to have an improvement in their mastery in English vocabularies, which appeared in their result of the study.

2. 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 obly in some particular teaching strategies. The use of game, in this context (CIRCLE GAMES) could be a good alternative or variation in teaching vocabulary, where it would make the students enjoyed following the less.