

# CHAPTER I

## INTRODUCTION

### 1.1 Background of the Study

Language is a tool of communication. To build a good communication both listeners and speakers should understand each other because the purpose of communication is to transfer and exchange ideas. A good command of vocabulary and pronunciation was help EFL (English as a Foreign Language) learner to be able to speak fluently. However, mastery of vocab is not easy for EFL learner to acquire. According to Naci (2011) states that it is difficult to learn new vocabularies, keep them in mind and recall them when needed.

Vocabulary mastery is the activity of mastering or the ability to understand and use the words contained in a language, both spoken and written. Mastery of vocabulary is very necessary because the more vocabulary a person has, the easier it was be for him to convey and receive information, even vocabulary can be used as a benchmark for one's intelligence. The larger vocabulary the students master, the better they perform their language. By having a limited vocabulary, the students was find difficulties in mastering English skill.

According McCarten (2007), vocabulary is central to language and important to any language learners. The success in mastering a language is determined by the amount of the vocabulary one has learned. Sumantri and Permana (2001), methods are the ways that teachers use to create teaching situations that are really fun and supportive for the smooth learning process and

the achievement of satisfying children's learning achievements. With creative and non-monotonous methods of learning, students can be more enthusiastic and interested in participating in learning English.

The game method is a learning method that can arouse enthusiasm and enthusiasm for learning with pleasure so that students are not bored and even happy with the learning even though the material may be difficult. Harry Dhand (2008) explained different kinds of benefits for using crossword puzzles included, it is as a fun and raise students' motivation, it can be easily made by the teacher and even the students themselves, encourage the use of dictionary and can be used for different types of classroom activities. This game uses a crossword puzzle game or what is called a crossword puzzle or abbreviated as TTS is a game, we have to fill in the empty spaces (in the form of white boxes) with letters that form a word based on the instructions given.

Taking into account some of the guidelines for communicative treatment of vocabulary instruction stated by Brown (2001) as follows, 1.) Allocate specific class time to vocabulary learning. 2.) Help students to learn vocabulary in context. 3.) Play down the role of bilingual dictionaries. 4.) Encourage students to develop strategies for determining the meaning of words., the crossword puzzles was be modified by used contextual sentences, the use of dictionary, and interesting group work. From this game, students was find it easier to train their memory in mastering vocabulary, especially English, and students was be more happy and active in following lessons.

Based on preliminary research conducted at SMPN 2 Tanjungpinang. The problem at eighth grade of SMPN 2 Tanjungpinang was that the vocabulary mastery still low, about 75% below the average value. This problem can be seen from their low scores in vocabulary. The causes of this problem are the technique that teacher used cannot motivate the student to learning English and The source that teacher used is only from a textbook. So that why the student look bored and don't vocabulary mastery.

Based on the fact above, the teacher needs to find alternative teaching techniques and media which can encourage and motivate the students in the writing class, and also can improve their vocabulary mastery. So the writer brings the way of teaching vocabulary by used crossword puzzles. It facilitates the students to get better mastery of vocabulary. Because crossword puzzle is useful and enjoyable technique for student in learning vocabulary. The puzzle is perceived as fair and interesting, it remains an enjoyable activity. It help the student to remember words and write the words correctly.

Finally, based on the reason above, the researcher would like to conduct a reseach about **“Crossword Puzzle Game to Improve Vocabulary mastery at Eighth Grade Students of SMPN 2 Tanjungpinang”**.

## **1.2 Identification of the Problem**

Based on the background of study above, a researcher found that :

1. The technique that teacher used could not motivate the student to learning English.

2. The source that teacher used was only from a textbook.
3. The students got a low average score in English lessons.

### **1.3 Limitation of the Problem**

The researcher focuses on the students poor vocabulary mastery that was be solved by used crossword puzzle game.

### **1.4 Research Question**

The problem of the research was “ How can crossword puzzle game be use to improve the students vocabulary mastery at eighth grade of SMPN 2 Tanjungpinang?”

### **1.5 The Objective of the Study**

The objective of the research is used crossword puzzle game to improve the students vocabulary mastery at eighth grade students of SMPN 2 Tanjungpinang.

### **1.6 The Signifacances of the study**

1. Theoretically

This research was hope advantages for english langauge teaching as a reference to find out appropriate method to teaching and the student can use this research to as a reference to find out appropriate method to learn English by themselves and for other researchers, this research was give them information in conduct similar studies. The researcher also hopes that this

study can be use as a reference to the other researchers who observe the effect of think pair share.

## 2. Practically

### a) For the English teacher

The uses crossword puzzles are expected to be the proper way in teaching English vocabulary, especially for Junior High Sschool students.

### b) For the Students

This research hoped was enhance their vocabulary through uses crossword puzzle, and develop their thinking ability effectively.

### c) For Futher Resercher

As the information to get a good medium to improve the students'achievement in vocabulary mastery.

## 1.7 The Definition of Key Term

To make this study easier to understand, the researcher explains and defines some important key terms used, they are :

1. Crossword puzzle game is a words game that usually takes the form of a squares or rectangular grid by solving clues which lead to the answers.
2. Vocabulary is the all language and words, vocabulary is the total number of words that are needed to communicate ideas and express the speakers' meaning.
3. Vocabulary mastery is one of the factors to master English as foreign

language means the students have the ability in understanding and used the word and meaning.

